CU AMIGA-64

JULY 1989
AN EMAP PUBLICATION

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THE No1 AMIGA MAG



XYBOTS

WICKED!





WAYNE GRETZKY
ICE COOL
INTRO

HOLLYWOOD'S DARK KNIGHTS

COMICS IN THE CAN

SUPERMARIONATION





PLAYFUL
FREE LE MANS STICKER INSIDE
WEC LE MANS 24
DUNLOP
Imagine ...the name of the game
KONAMI
WEC LE MANS
"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.
ROBOCOP
PAUSED
"This is definit
tie-in to date.
superb game i
don't m
C+VG GAME O
COMPUTER +
ROBOCOP
(C) 1986 Orion Pictures Corporation
BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK
"A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."
AMSTRAD ACTION
"There is more than enough action in this one to keep you coming back for more."
ACE
BAD DUDES VS. DRAGONNINJA
NINJA
Imagine ...the name of the game
DATA EAST
ATARI ST AMIGA
BATMAN
OPERATION WOLF
19·95 24·95
ATARI ST AMIGA
ROBOCOP
DRAGONNINJA
19·99 24·99

INTELLIGENCE

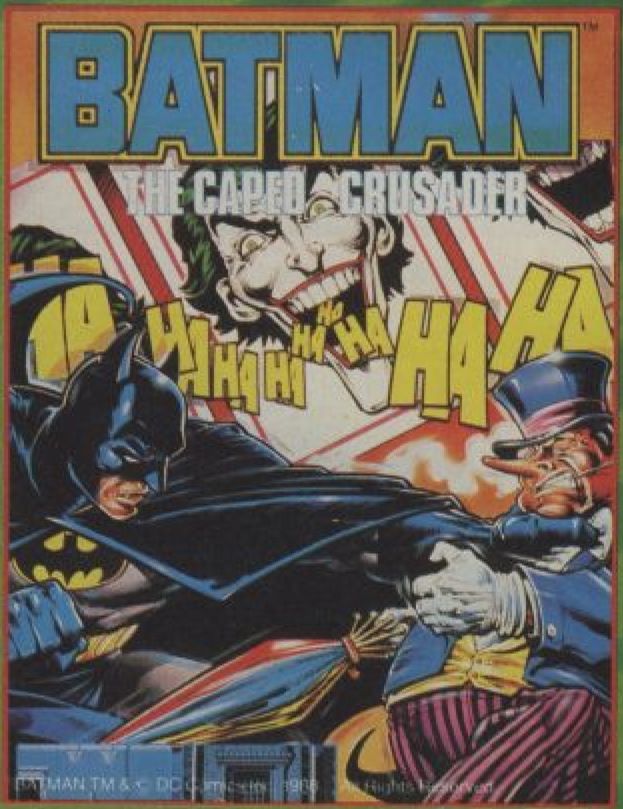
OCOP
y the best film
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iss it."
F THE MONTH
VIDEO GAMES

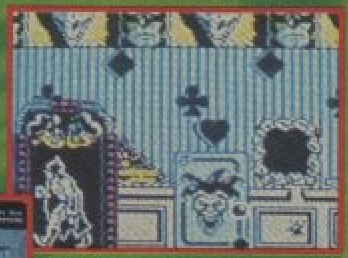


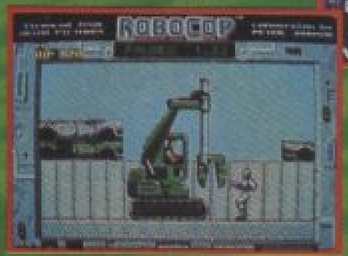
BATMAN
"Incredible presentation... Just the right way to capture the comic book feel."
ZZAP SIZZLER ZZAP 64

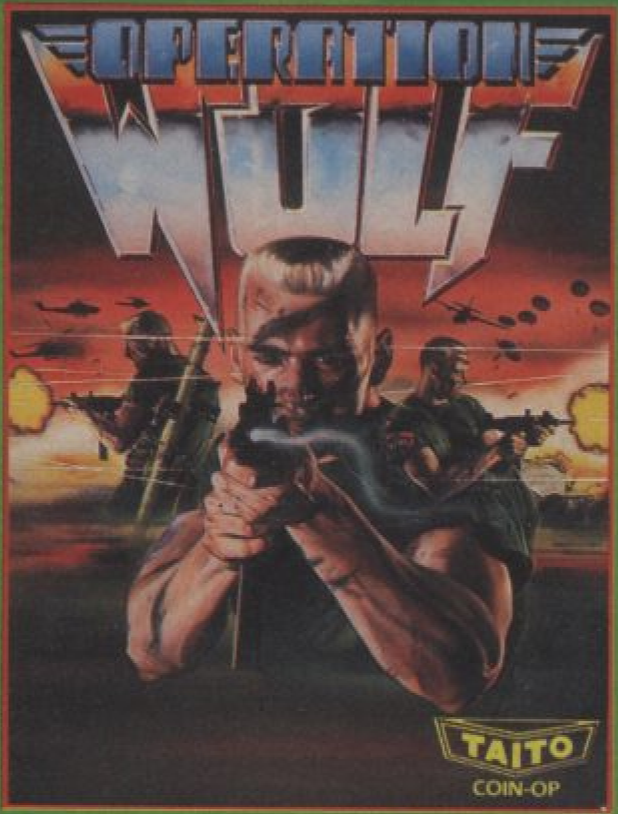
"Batman The Caped Crusader will suit riddlers of all ages."
ACU STAR GAME AMSTRAD COMPUTER USER

"Ocean have made a fantastic job on Batman and being in two parts you get excellent value for money. Brilliant!"
A CRASH SMASH CRASH









OPERATION WOLF
Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics... Without doubt this is a first class shoot em up."
A CRASH SMASH CRASH

"Definitely the coin-op of the year... Buy Operation Wolf it's a brilliant conversion."
C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES



ocean

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Spherical





Screenshot ATARI ST



Screenshot ATARI ST



Screenshot ATARI ST

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The editor of POWER PLAY awarded Spherical 84 points and classification "Highly Recommended".



Rainbow Arts

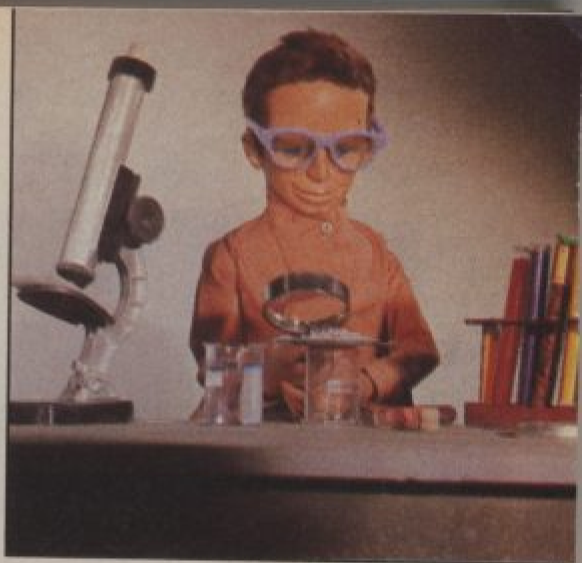
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CU JULY

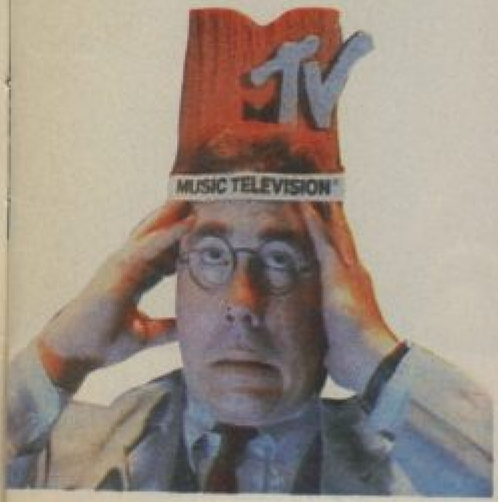
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Ataris's futuristic maze shoot 'em up arrives on the Amiga. Mike Pattenden checks it out and squeezes a compo out of them. . . .



68 MTV

Direct by satellite Europe's youth are being bombarded with non-stop music vids — but it's alright, they get the best in animation and computer graphics to make up for it.



80 HOLLYWOOD'S DARK KNIGHTS

Batman — The Movie opens on Aug 11 and there's a whole capefull of movies on the way based on comics — not to mention the computer games licences.

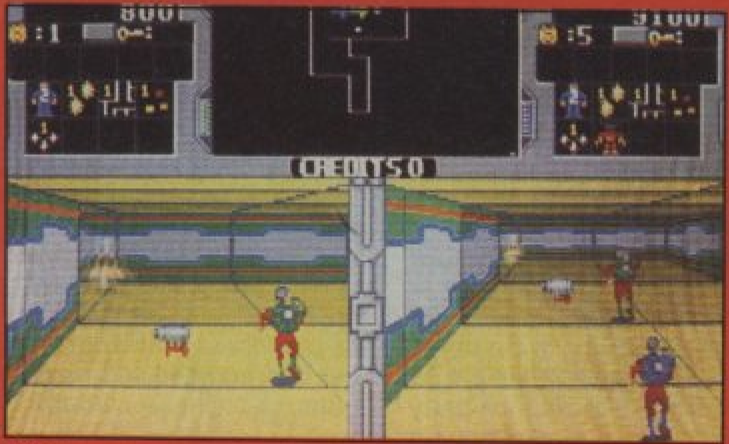
REGULARS



Act Fancer

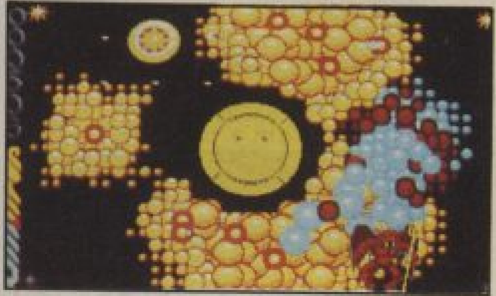


Thunderbirds



Xybots

REVIEWS





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July-Dec 1988

ABC

BUZZ



BEAM ME UP AGAIN

As the crew of what used to be the starship Enterprise prepare to boldly go onto the cinereels of the world's movietheatres, in 'Star Trek V', news reaches CU that the licence has already been snapped up.

US company Mindscape have secured the rights to produce a game based on the latest exploits of Kirk, Spock anid co. Details are scant at the time of going to press but Mindscape say they're only programming for the 16 bit market.

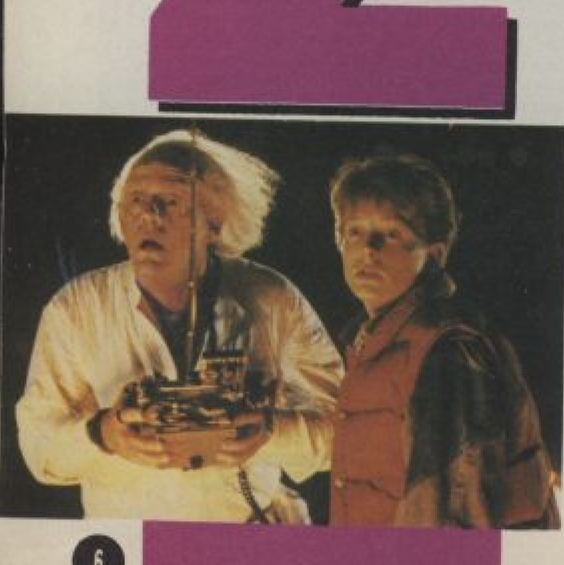
Security is tight concerning the film's plot, but it will introduce a new character in the shape of Spock's half brother who proves to be a less than perfect version of the logical communications officer. Naturally there's a new ship (the last one was blown up rather than let it fall into Klingon hands). It's also directed by William Shatner.

Star Trek V should be available in time for a Christmas release on Amiga.

ACTIVISION'S FUTURE?

Although filming hasn't even finished, those in the know reckon that the sequel to Stephen Spielberg's brilliant *Back To The Future* is set to repeat its predecessor's success. And as has become increasingly common, already enterprising software houses are fingering their chequebooks and putting in bids for the conversion rights to this time-travelling blockbuster. But according to some of Buzz's reliable sources, they're wasting their time. For, a little birdie tells us that those quickdrawing folk up at Activision Towers — who, of course, were responsible for releasing the original — have signed up the rights to *Back To The Future II* also. 'So, Mr Spokesman, is this rumour true, and if so when will your game be hitting the softshelves, and can you tell us a little bit about the plot, and when's the launch party?' a Buzzman eagerly enquires.

"No comment".





OCEAN'S THUNDERBOLT

Ocean Software, succesful converters of the smash hit coin-op *Operation Wolf*, have just announced that they'll be attempting the same feat with the Uzi-sporting blastabout's even tougher follow-up, *Operation Thunderbolt. OT*, for those who missed the CU arcades review, features even more finger-twitching combat than its predecessor and not one but *two* mounted sub-machine guns on its chassis, enabling simultaneous two-player action.

According to an Ocean spokesman, their intention is to couple *Operation Thunderbolt* with another red hot Taito licence recently acquired by them, *Chase HQ*, in an effort to repeat their spectacular success last Christmas when both *Operation Wolf* and *Robocop* were huge smashes. Once again the intention is to release the two conversions to take advantage of the big-spending season, so expect to see *Op. Thunderbolt* on your local softshelves around about November.



THE WILD ONE

No it's not the first Marlon Brando licence, but a game from Mindscape called Harley Davidson, set in the 50's and 60's based around the biker gangs and unofficial vigilante groups who freewheeled around the Midwest of America.

Due for release on the Amiga in October *HD* is going to be less of a sim than a straight arcade style game, though further details are unavailable yet.

MAC ATTACK

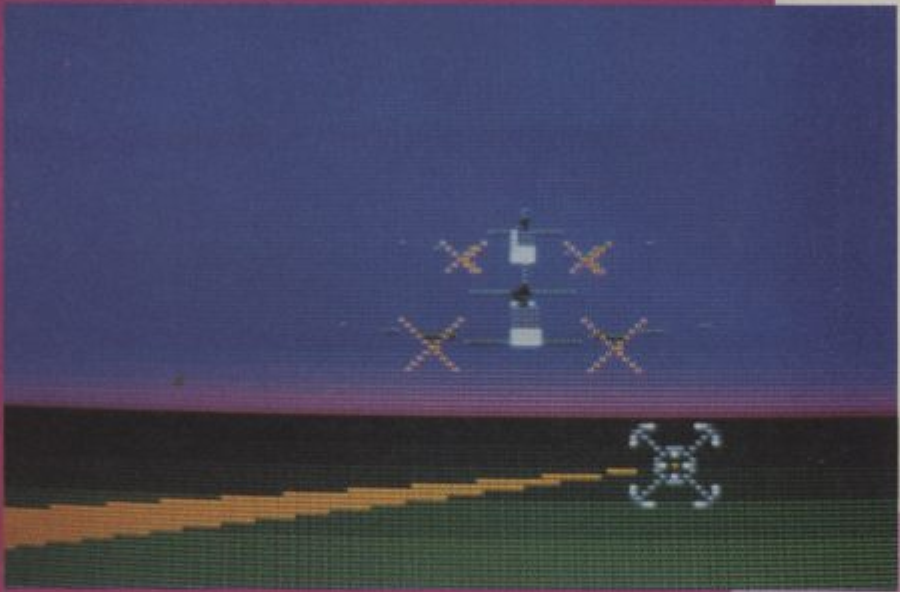
Fanzine writers, DTP aficianados and Apple fans will be delighted to hear news of a Macintosh emulator for the Amiga.

A-Max takes the form of a cartridge which plugs into your Amiga and allows you to run Mac software, at full speed on your mega machine. With the cheapest Mac weighing in at a tidy two grand this means you'll be able to support top quality Mac software at less than a quarter of the price.

A-Max is software compatible with packages like MacPaint, MacWrite and Pagemaker. It plugs directly into the external disk drive port.

LANCASTER

In most shoot 'em ups and flight simulators you find yourself facing the enemy and obstacles — in CRL's *Lancaster*, however, you literally have to watch your backside, and that of the WWII bomber in which you happen to be tail gunner. With an estimated lifespan of 6 weeks, this realistic wartime sim gives you the not inconsiderable task of surviving thirty missions until your official "retirement". When you get over the enemy territory you get a rest from the hot seat to try to drop your bombs on your pre-selected targets. *Lancaster* will be released on Amiga this month.



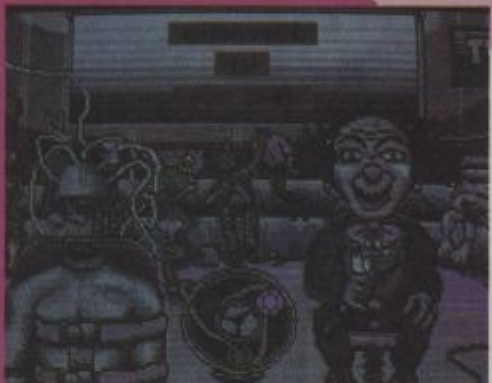
BLOODWYCH

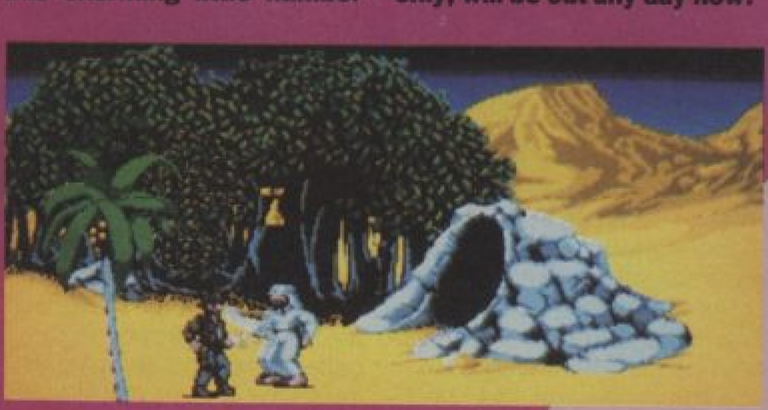


"Set to revolutionise the concept of 3-D Fantasy-Role Playing", says the press relese, and who are we to argue with the erudite press persons of Image Works? Indeed, with its simultaneous two player option allowing both co-operation and competition with a mate, *Bloodwych* may well be the most controversial FRPG yet. Search the labyrinthine castle in the company of your hand-picked band of adventurers, befriend the frendlies, diss the unfriendlies and find the four hidden and all-powerful crystals which allow you to choose whether good or evil will prevail for all time. Out on 16-bit this month, with 64 version to follow.

MAD SHOW

We LOATHE "Neighbours"! TVam makes us BARF! But the thing we hate even more than anything else on the box are the festering smiles that adorn the halfwit faces of all quiz show contenstants. Which is why *Mad Show* appeals to us, actually. From those nice Gainstar people, this charming little number features a psychotic TV game show in which you gamble against a crazed host. Lose, and you'll be consigned to one of four danger-ridden arcade-style blastabouts to fight for your worthless life. Now, *that* should wipe the silly grin off your face. *Mad Show*, for Amiga only, will be out any day now.





TUSKER

After their foray into the shoot 'em up market, System 3 return to the trusted arcade adventure one with their new release *Tusker*. You're an explorer in search of the famed elephant's graveyard, but your travels take you back in time as you enter deeper into the heard of Africa. *Tusker* should be ready in the Autumn.

BUZZ

MICROPROSE GO GREEN



Rapidly expanding and diversifying softhouse Microprose are about to launch what promises to be a unique — and highly controversial — new game on their recently established Microstyle label.

Timed to tie in with the publicity bound to result from the release of Greenpeace's forthcoming double album, which features a plethora of stars singing in aid of the environment and its preservation, the software company are themselves releasing a game based upon Greenpeace's major campaigns of the last decade.

Named *Rainbow Warrior* after the Greenpeace ship which was blown up and sunk by French naval frogmen to prevent its participation in an anti-nuclear protest, the "action-orientated" game features six different tasks to be carried out, each based upon a real-life situation faced by the volunteers who make up Greenpeace. The tasks include guiding Greenpeace boats in between whaling ships and their intended victims, painting anti-pollution slogans on the chimneys of the factories responsible for noxious emissions, and plugging up pipelines which leak nuclear waste into the sea.

What is raising a major controversy — already, before the game has been released, at least one Tory politician has gone on radio to condemn it — is that almost all of the actions undertaken by the original protesters involved at least some level of illegality or civil disobedience.

According to a Microprose spokesperson, *Rainbow Warrior*, which is due for release towards the end of this month, is just the first of a new breed of computer games.

"It's just one of many areas that computer games have never explored. We're taking the issue of world conservation very seriously, and many of us here in Microprose would have a great deal of sympathy for Greenpeace and its work. We think it's possible for computer games to express important issues in a coherent form very powerfully, and in an exciting and action-orientated way."

Buzz has six copies of the Greenpeace album to give away. The album features the lungs of such folk as U2, Belinda Carlisle, Simple Minds, Peter Gabriel and Terence Trent D'Arby. Win by answering the following question: In which country's waters was the Rainbow Warrior sunk? Answers on a postcard to Greenpeace Compo to CU's usual address.

COIN OP WILLOW

Those shrewd folk at Capcom have just released a coin-op version of the enormously popular fantasy film *Willow*. Packed with bouncing, sword-swinging dragon-dodging combat action, the arcade version of this George Lucas movie should be appearing in selected houses of fun this summer followed, no doubt, by its conversion by US Gold. Expect to hear of more movie/coin-op tie-ins with titles like *Indiana Jones* and *The Untouchables* mentioned.



'3 FOR TENNIS



Although it's hard to credit it, it is, indeed, that time of year again, when lawns throughout this green and pleasant land echo to calls of "second serve" and cats walk in fear. Wimbledon is once more upon us.

Appropriately enough, it's always about this time that the armchair computer-owning tennis fan pulls himself down to the local softshop looking for a decent version of his favourite sport. This year he may have a little more luck than previously. Despite feverish speculation that Sega's very fine coin-op *Passing Shot* was about to be snapped up for conversion it looks like System 3 will be the first off the block with their announcement of their plans to release a new tennis game.

As yet untitled, System 3's newie features, they promise, "a revolutionary approach" to the game, involving two player options, a 3-D rotating court overview and action replays. Alas, for André Agassi, this won't surface either on 64 or Amiga much before September. Until then, you lazy sods, you'll just have to try the real thing.



JAWS



Summer's here and the time is right for getting your legs bitten off by large fish, as The Boss once nearly sung, and now, thanks to Screen 7, you can experience that nibbling feeling without ever getting your feet wet. Pick up your shark-destroying impedimenta from the seabed, do away with various inferior sea beasts before dissing the great white himself. On both 64 and Amiga, this sea monster is coming for you *now* (-ish).

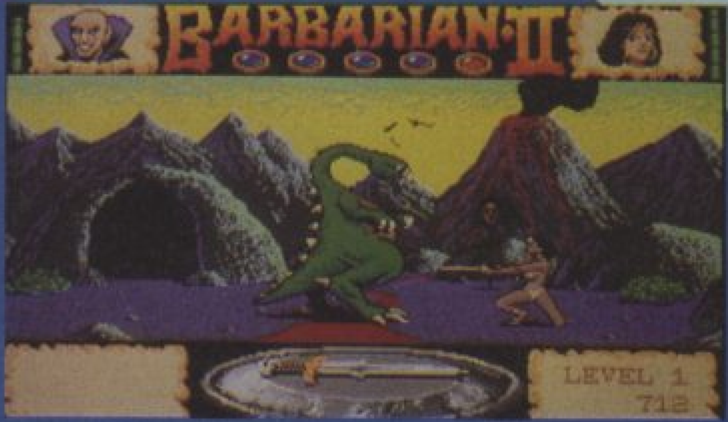
JACK NICKLAUS GOLF



On first glance, Accolade's latest signing looks a bit like *Leaderboard*, but it promises to be a lot better. Subtitled, clumsily, *Greatest 18 of Major Championship*, it's a lot more realistic, giving you the chance to shoot in any direction, through 360°, as well as letting you play from where the ball lies. None of that soppy "if it's off the fairway, replay the shot". The 64 version is already available whilst the Amiga version lags a couple of holes behind.

BARBARIAN II

A slow train coming, but finally the Amiga conversion of Palace Software's slash 'n' hack smash *Barbarian II — The Dungeons Of Drax* is winging its way to you. And when it gets there, which should be this month, mark our words, young swordspersons, heads will roll. Altogether now, PREPARE TO DIEEEEEEE . . . ! !



CASTLE WARRIOR



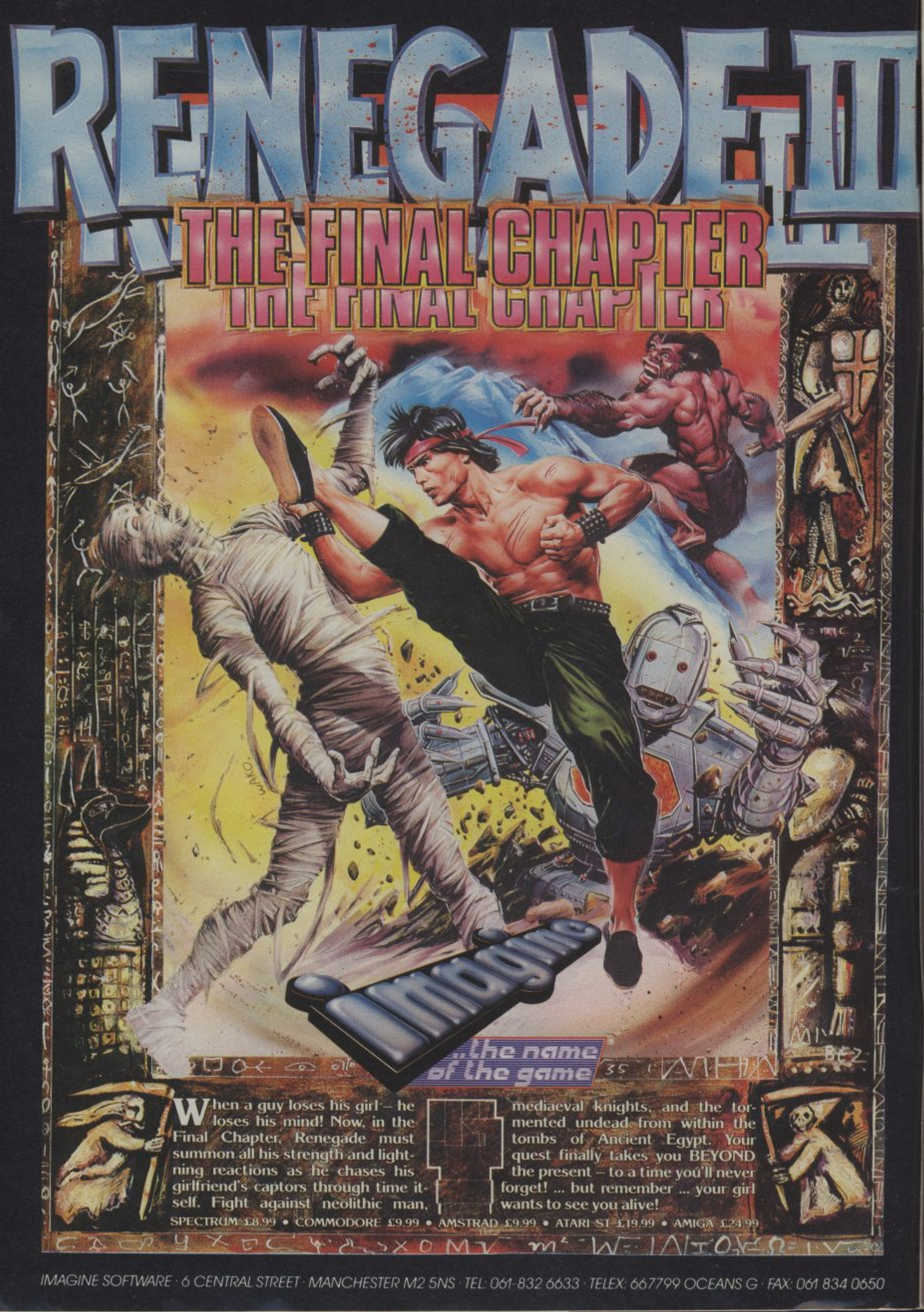
Having chosen for themselves the somewhat exotic name of Delphine, we suppose it was only to be expected that this French softhouse would be similariy creative with regards to their onscreen creations. *Castle Warrior* features an array of Zandors, Edelreds and Olisoses. You're an Edred yourself, known for your bravery, and charged with battling through monsterful caverns to obtain the antidote necessary to revive your poisoned father. Available on Amiga dead soon, this is one for action-loving sword 'n' sorcery fans everywhere.

SCARLET FOR GRANDSLAM

In the wake of their conversion of his *Thunderbirds* for home computers, the wacky space-pilot puppet's creator Gerry Anderson is reportedly so pleased with Grandslam's work that he is prepared to allow them to attempt conversions of any of his other characters.

According to reliable sources, the next of Anderson's puppet heroes to undergo the Grandslam treatment is likely to be Captain Scarlet. Although no final release date or other details are yet available, Anderson fans should watch this space in joyful anticipation.




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imagine
...the name of the game
When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man, mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!
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BUZZ



INDIANA JONES AND THE LAST CRUSADE

Currently smashing all the box office records Stateside, the third of the *Indiana Jones* games should be an even bigger money-spinner for US Gold/Lucasfilm Games than its two very popular predecessors. This time Indy finds himself in a jape in which he encounters SS convoys, rat attacks, and generally gallivants around the globe as he rescues his Nazi-imprisoned father and keeps the baddies hands off The Holy Grail. In both adventure and action formats on 16-bit (action only for the 64), *Indiana Jones And The Last Crusade* will be appearing towards the end of the summer.



NEW ZEALAND STORY



Ocean's forthcoming conversion of Taito's glutinously cute platform game looks set to be near perfect. Due for release anytime now this could be the next *Bubble Bobble* (to which it owes a great deal in terms of gameplay) chartwise. The pathetic sound the kiwi makes when it loses a life should be enough to guarantee it cult status. Review next month.



NINJA II

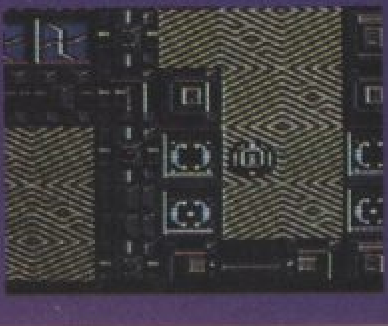
Its been a hard life for Amiga owners who've watched their humble 64-possessing brethren whoop and holler with thrilledness at the extraordinary achievements of System 3's brilliant *Last Ninja* and its sequel. Now at last, they can join in the jollity and puzzling too, as this king of arcade adventures finally makes it onto the mega machine. Due out this month, *Ninja II*, stunning on eight-bit, should prove to be even stunninger on sixteen.

THE LAST PATROL



On its way in November from Ocean Software is *The Lost Patrol*, the follow-up to their 'Nam smash *Platoon*. This time the plot features six battle-weary grunts shot down over the Mekong River and trying to make their way to safety through snipers, booby traps, body-sapping terrain and the minefields of their own insecurities and fears. And as you an see from the attached Amiga screenshot, *The Lost Patrol* promises to be as special as its forerunner. Start counting . . .

CITADEL



What with so many boffins using up their grey cells trying to extend the limits of the Amiga, it's nice to be able to report that 8-bit programming excellence is not yet a thing of the past. *Citadel*, for the 64, released this month by Activision, casts you in the role of an explorer in a maze of now-uninhabited extra-terrestrial cities, with eight levels of corridors 'n' corners to navigate. Amiga owners will just have to gnash their teeth.

CHARTS

REVIEWERS CHOICE

Mike Pattenden: ***Xybots (Amiga), Kick Off (Amiga).***
Steve James: ***Thunderbirds (Amiga), Rick Dangerous (64), Stormlord (64).***
Mark Patterson: ***Battletech (Amiga), Datastorm (Amiga), Stormlord (64).***

ADVENTURE CHART

TM	LM		
1	2	TIME AND MAGIC	D'BASE/MANDARIN
2	5	COLOUR OF MAGIC	ALTERNATIVE
3	8	LORD OF THE RINGS	MELBOURNE HOUSE
4	6	PAINS OF ADRIAN MOLE	MASTERTRONIC
5	RE	ALTERNATE REALITY 2	DATASOFT-US GOLD
6	RE	GNOME RANGER	LEVEL 9
7	RE	GUILD OF THIEVES	RAINBIRD
8	7	ZORK 1	ACTIVISION
9	9	BARD'S TALE 1	ELECTRONIC ARTS
10	RE	TERRORMOLINAS	MELBOURNE HOUSE

TOP TEN

Adverts using well-known songs

ADVERT	*SONG*
Panasonic Cam-corder	It's Over (Roy Orbison)
Thames Water Authority	Gone Fishing (Bing Crosby & Satchmo).
Halifax Building Society	Easy (The Commodores).
Levi 501s	Be My Baby (The Ronettes).
Austin Metro	La Bamba (Ricky Valance)
Ford Motors	Lovely Day (Bill Withers).
California Raisins	Heard It Through The Grapevine (Marvin Gaye).
Lucozade	Phantom of the Opera (Iron Maiden).
Southern Comfort	Why Do Fools Fall In Love? (Frankie Lymon and the Teenagers).
Optrex	Wonderful World (Louis Armstrong).

AMIGA CHART

TM	LM		
1	7	POPULOUS	ELECTRONIC ARTS
2	4	R-TYPE	ACTIVISION
3	NE	BLOOD MONEY	PSYGNOSIS
4	5	LOMBARD RAC RALLY	DATABASE/MANDARIN
5	1	FALCON	MIRRORSOFT
6	3	KRISTAL	ADDICTIVE
7	RE	SWORD OF SODAN	GAINSTAR
8	11	OPERATION WOLF	OCEAN
9	2	SUPER HANG-ON	ACTIVISION
10	13	SPACE HARRIER	ELITE
11	8	WAR IN MIDDLE EARTH	MELBOURNE HOUSE
12	NE	LORDS OF THE RISING SUN	MIRRORSOFT
13	NE	VOYAGER	OCEAN
14	18	PRECIOUS METAL	OCEAN
15	6	TV SPORTS FOOTBALL	MIRRORSOFT
16	NE	CHUCKIE EGG 2	PICK 'N' CHOOSE
17	NE	RUNNING MAN	GRAND SLAM
18	NE	BATTLEHAWKS 1942	US GOLD
19	9	GAUNTLET 2	US GOLD
20	NE	GUNSHIP	MICROPROSE

C64 CHART

TM	LM		
1	1	ROBOCOP	OCEAN
2	5	TURBO ESPRIT	ENCORE
3	NE	720°	KIXX
4	NE	SAS COMBAT	CODE MASTERS
5	2	EMLYN HUGHES INTERNATIONAL SOCCER	AUDIOGENIC
5	3	DRAGON NINJA	OCEAN
7	NE	MICROPROSE SOCCER	MICROPROSE
8	4	SUPER CYCLE	KIXX
9	NE	SHANGHAI WARRIORS	PLAYERS
10	17	GHOSTBUSTERS	MASTERTRONIC
11	6	LEAGUE CHALLENGE	ATLANTIS
12	NE	SPEED BALL	MIRRORSOFT
13	14	ADVANCED PINBALL SIMULATOR	CODE MASTERS
14	NE	ROAD RUNNER	KIXX
15	NE	ZAMZARA	RACK-IT
16	NE	RUN THE GAUNTLETT	OCEAN
17	NE	HARDBALL	KIXX
18	9	IN CROWD	OCEAN
19	16	FOOTBALL MANAGER 2	ADDICTIVE
20	13	THE DOUBLE	ALTERNATIVE



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GRANDSLAM

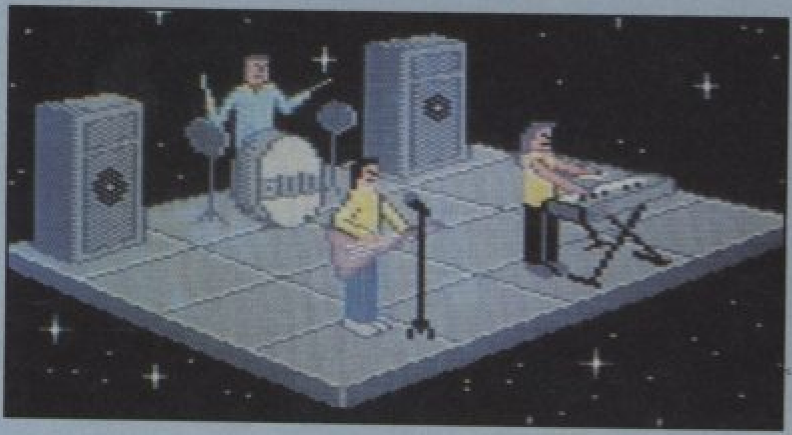
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DEMOS

Some up-to-the-minute demos this month with plenty of submissions around the time of the Commodore show. There's even some nice 8 bit demos which is good to see.
Respect is due to Seventeen Bit and all those who sent their demos direct to us. If you have some wares you reckon deserve our attention, send them to Commodore User, Demos, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. If you want them back please address the *disk* and if you can handle a pause option it really helps for screenshotting.

BAND: best 8-bit demo we've seen for a while. Two pieces of game music (*Arcade Classics* and *Game Over*) played by this compact little three pieces. Hand movements animate in time to the sounds.



SKELETON INTRO: dancing skeletons, flashes of lightning and a flying bat make up this intro sent direct to CU by the Powerslaves. Nice one.

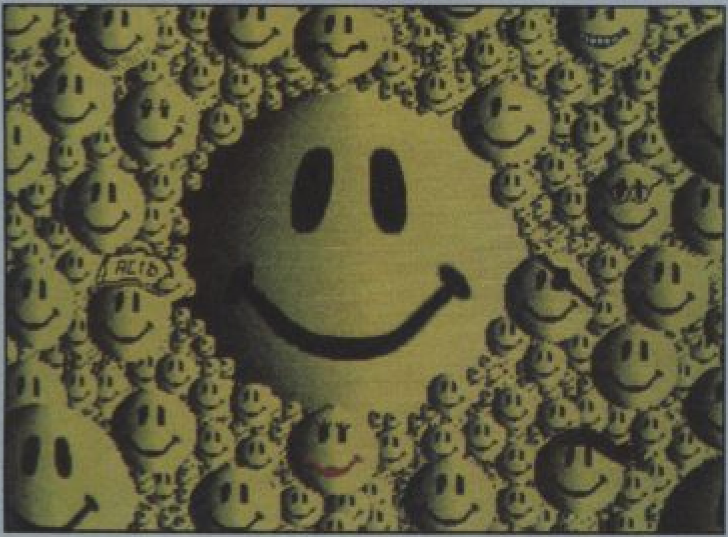


FROG: demo of the month easily. The frog by Brian Williams for Imaginetics looks like an extra from the Rupert film. It's beautifully animated with a neat shadow effect as the swing moves back and forth. Having a meg means boosted countryside effects. Sound by Seventeen Bit themselves.



DEMOS

JESUS LOVES ACID: an acid revival anyone? This comes a year too late and it's nowhere near as good as the Stakker one for the 64.



CHILD: an 8 bit incarnation of the embryo from 2001 — A Space Odyssey. More a still than a demo.





QUIET RIOT: demoed sound and album cover from the band of the same name courtesy of Scotland's Futuresoft. Heavy metal fans only.

GO AHEAD PUNK: More of a service than a demo this one from Photofile a digitising service. Lots of horrible airbrush fantasy airbrushed artwork examples. and much better, this one of Clint.

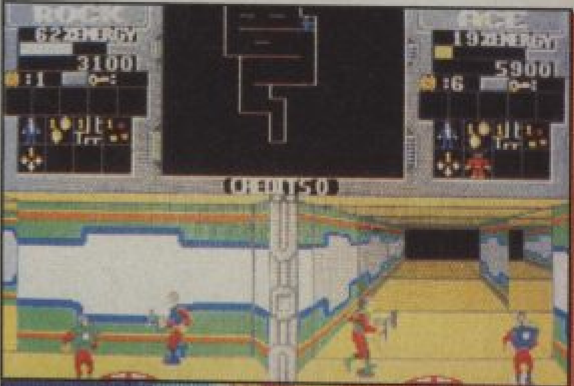
DEMOS

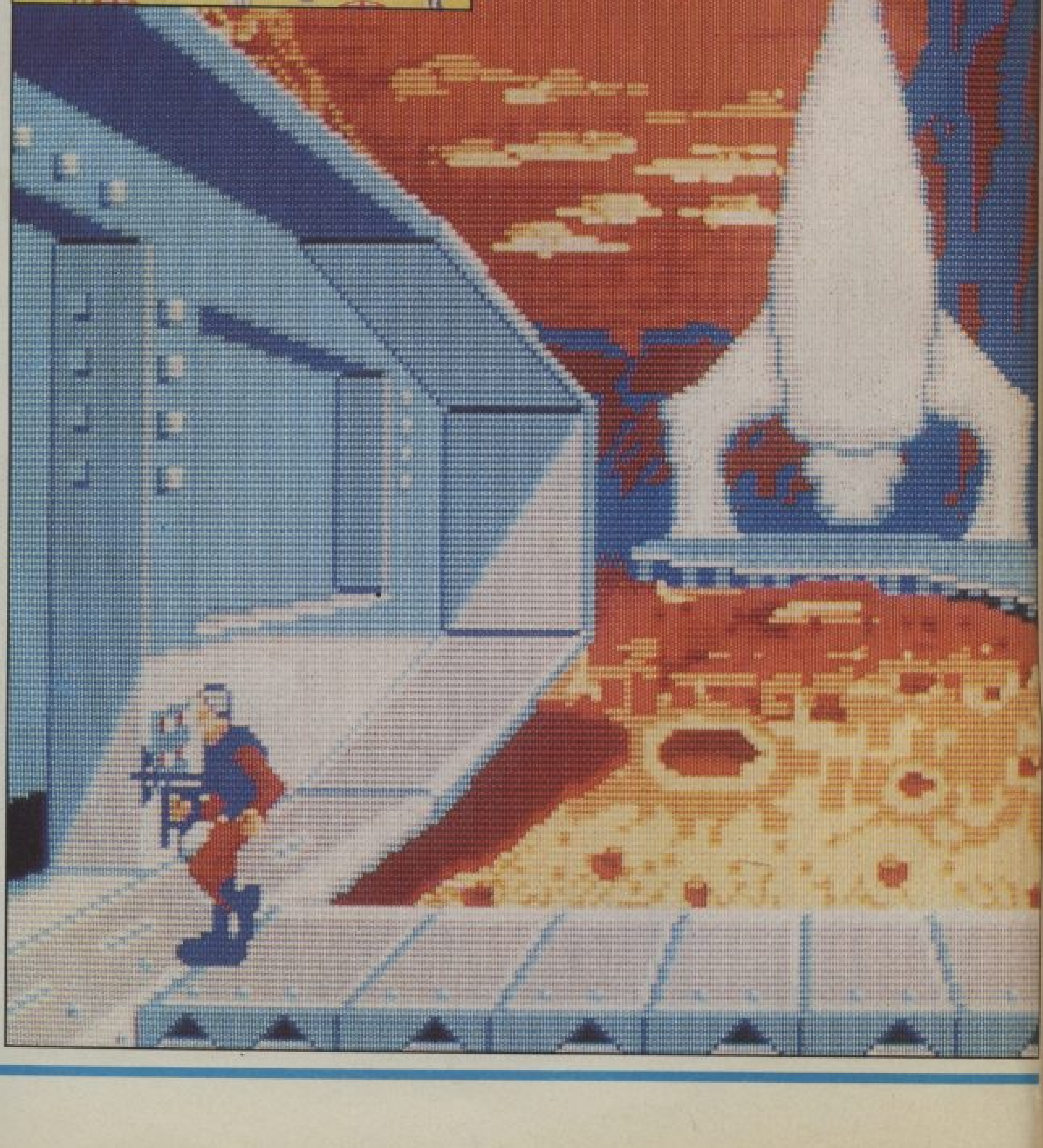
XYBO

As a coin-op, *'bots* was an unusual game. Unusual both in the way that the game combined strategy to a maze shoot 'em up. Set in a space station of some description, you, and a friend if you so wish, play Major Rock Hardy (!?!) and Captain Ace Gunn (!?!?!). These two dashing heroes have to move around the space station, killing all the evil robots that patrol the levels, collecting coins and extra weapons.

The coins allow you to improve the stakes at shops between levels. Here you can buy things like more powerful shots, slower loss of energy and a higher overall energy limit.

The game is viewed from second person perspective, from a point just behind your man and looking in the direction he's facing. The ground is set out as a grid, and the view only changes when your man moves into another square in the grid. Left and right make the man move to the left or the right, side-stepping as it were. Forward and back make you run forward and backwards. To change direction, hold down the fire button and then move the joystick left or right. This rotates you through 90 degrees and comes in handy when faced



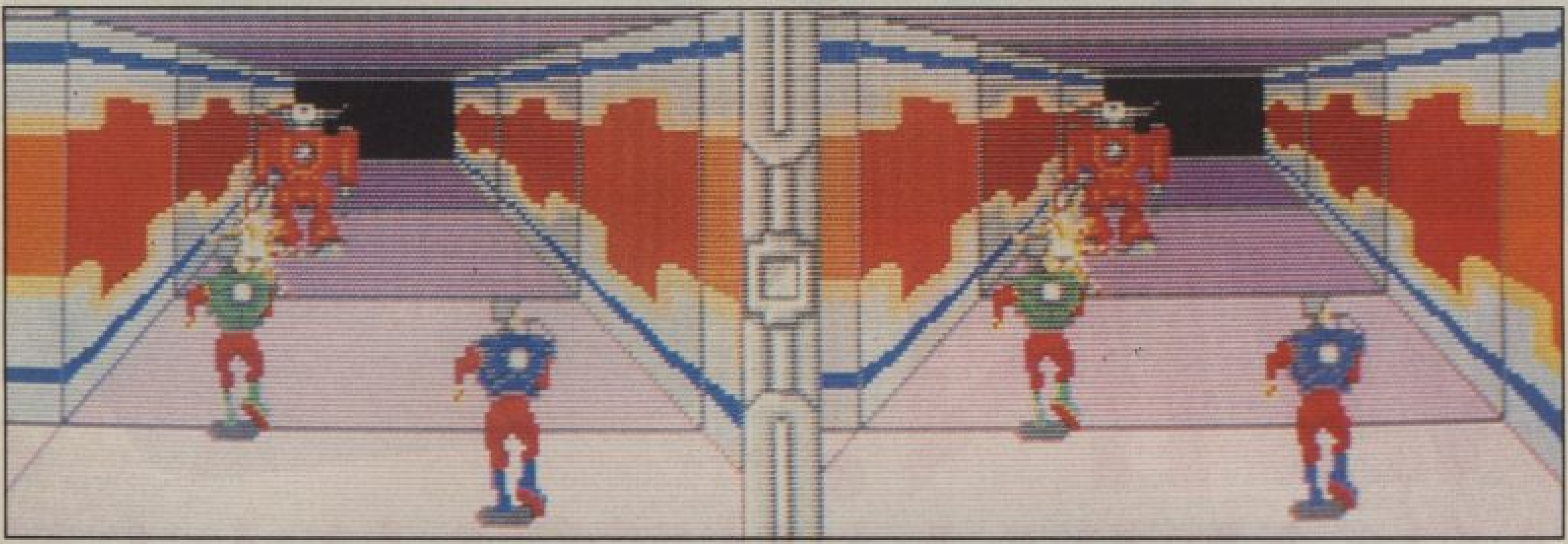


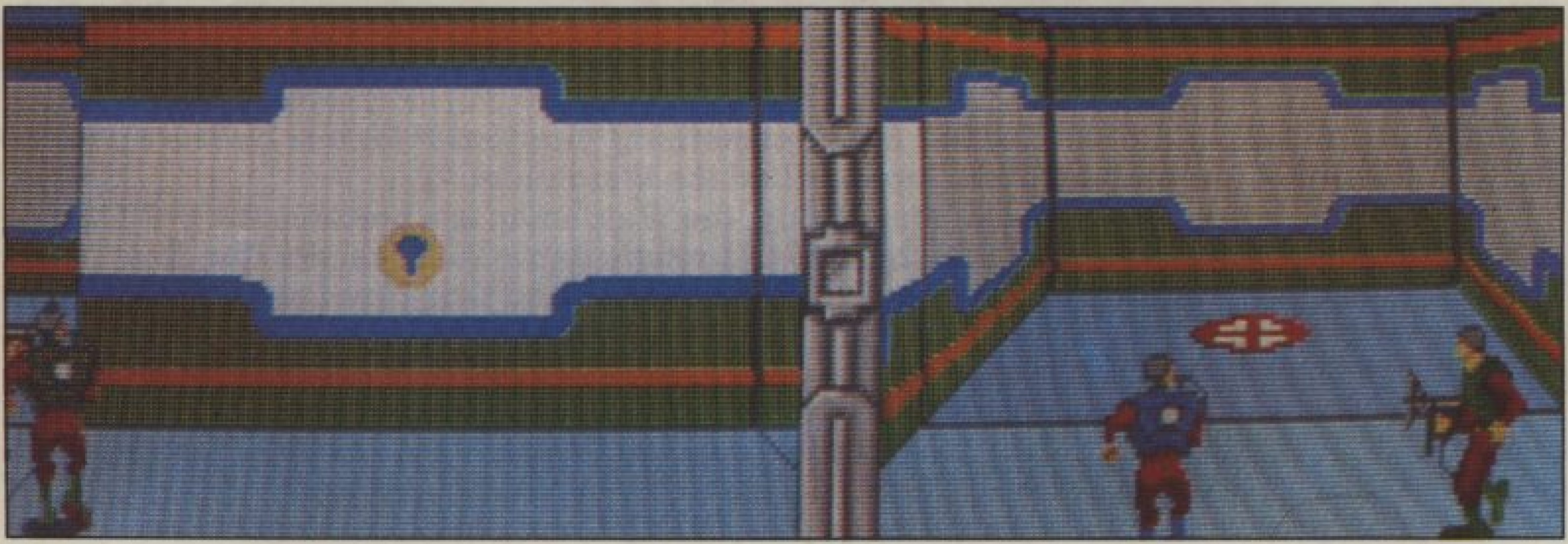
Domark
Price: £24.95

OTS

> **UPDATE**
>
> 64
>
> **64 owners shouldn't have too much longer to wait for their version. Everything from the arcade, we are promised, will be there, though there will be fewer monsters on later levels — a maximum of 40 as opposed to the Amiga's 64, but that shouldn't be too noticeable since there are 64 levels and the monsters don't run over 48 untill the last four levels.**







Confronted by a large robot and (bottom) preparing to exit a level

with multiple direction attacks.

The 3D is very convincing. The sprite update is clean and some very clever maths have been used to ensure that the positioning of objects is 100% accurate. That way you and your partner can view different situations from entirely different locations.

Xybots is a maze game, that, on the later levels, will require a great deal of exploration. That's why two player teamwork is vital, and indeed the game works best in two player mode. Rarely has a two player split screen game worked so well, and if you have any friends and a spare hour or five, I recommend getting them over to your house to play this.

The graphics are as close to the coin-op as you could wish. As I've said, the sprite update is perfect, as is the actual sprite positioning. The darkening of the corridors as they disappear into the distance give a pretty good feeling of distance.

The sound, finally, matches up to the graphics perfectly. Bullet and explosion effects are great, and the radar works a treat. A droning sound gets louder as you approach something of value and quieter as you walk away.

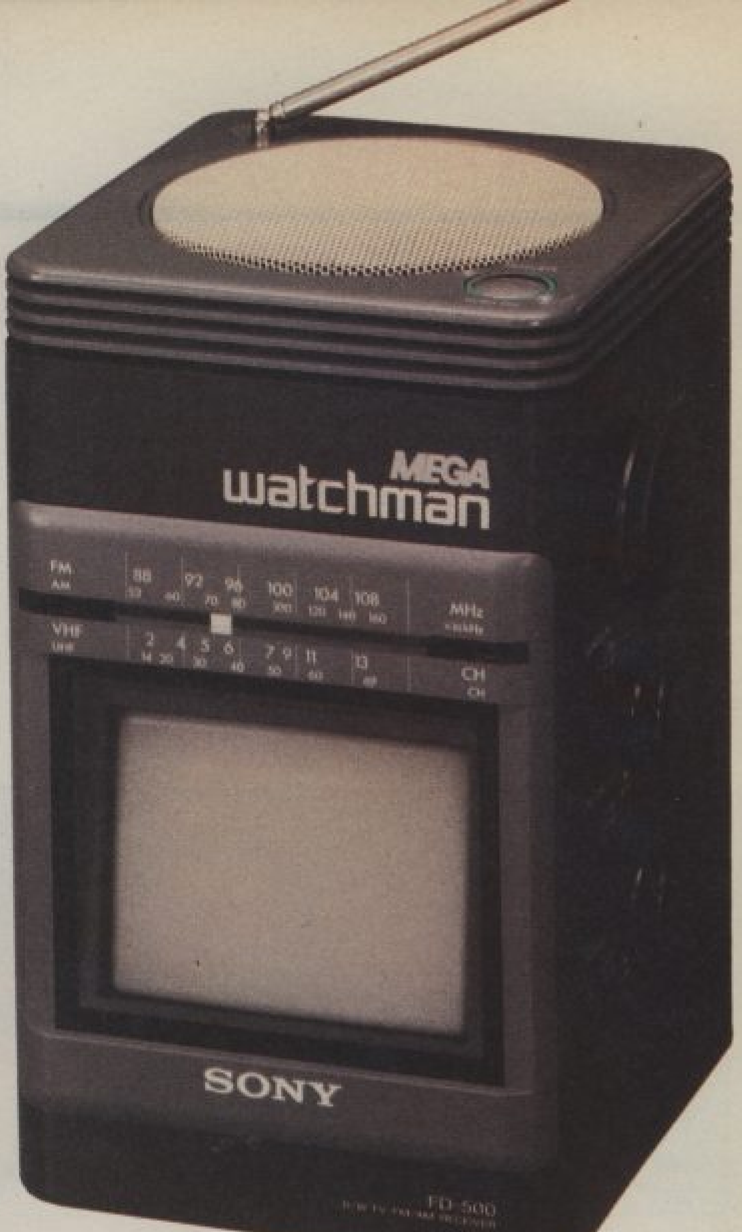
I never thought much of *Xybots* as an arcade game. There was just too much thinking to do, and it didn't really serve its purpose at all. After all, coin-ops are supposed to be a form of instant escapism, and *Xybots* just wasn't instant enough. As a computer game, however, it finds its mark. Involving and challenging, *Xybots* is a game every Amiga owner should consider having.

Tony Dillon

GRAPHICS	**83%**
SOUND	**81%**
PLAYABILITY	**84%**
LASTABILITY	**83%**

84%

CU Compo



WIN! A SONY WATCHMAN

Who's watching the watchmen? Here's something "futuristic" for our *Xybots* tie in. A spankingly new gizmo from Japan called the Watchman.

No larger than your granny's tea caddy, the Watchman is a portable B&W TV, plus an FM/AM radio. It's ever so modern and made its movie debut in the recent film *Rain Man*. The natty red object is the more familiar Sony Walkman — and there are four of these up for grabs as runners-up prizes.

What do you have to do? Just answer the following robot-flavoured questions.

1. Which mechanical forms are "robots in disguise"?

2. Which TV advert (a) used robots to advertise a packet food; and (b) lets them test the cars?

Answers on a postcard to: CU Xybots Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries must arrive by 21st July.

Thanks to Sony and to Domark.



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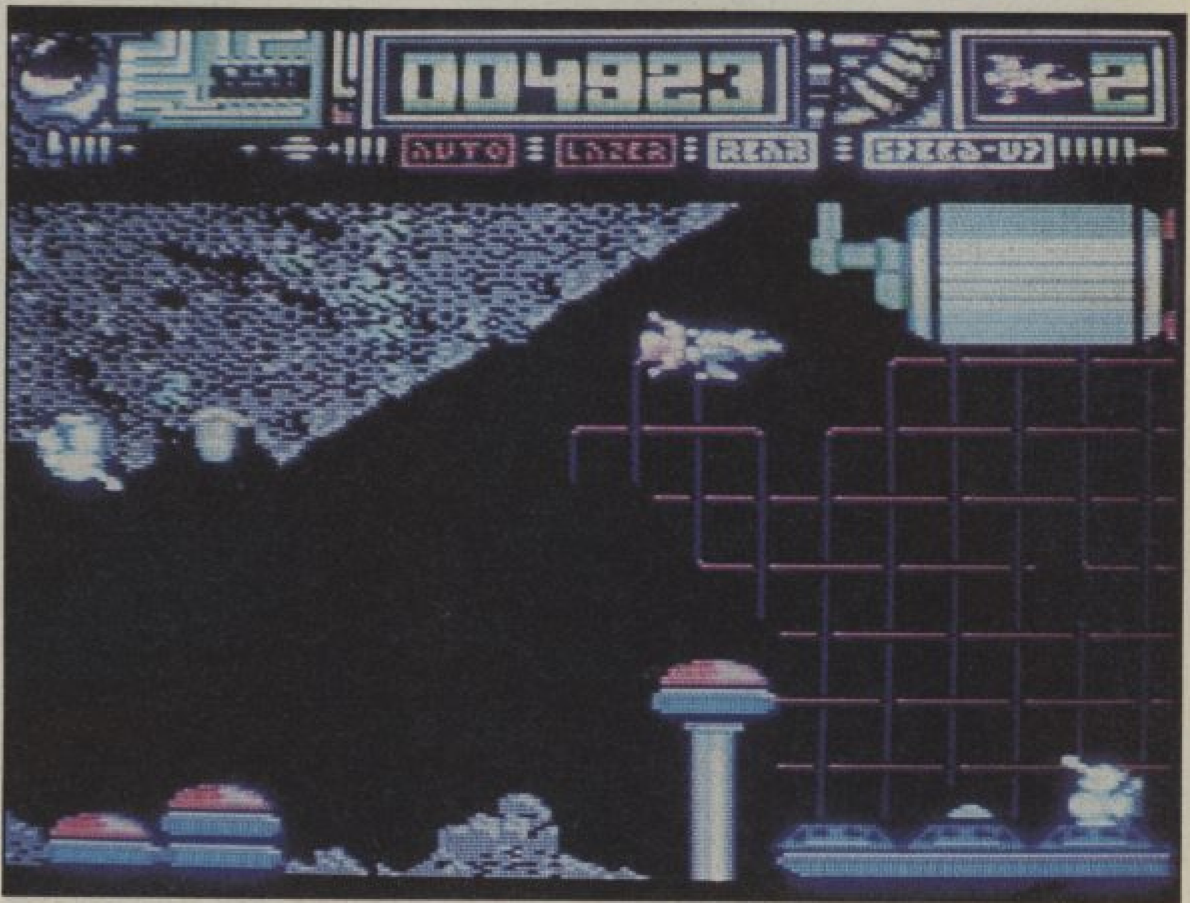
DOMINATOR

You saw it first on the cover tape of our February issue. You liked the demo, but what about the finished product?

Earth is under a new threat, a giant space organism is hurtling through the solar system toward the third planet, an organism so large it could swallow a planet, and that's precisely what it's going to do.

Earth is almost defenseless. Who could they send up to stop this creature? Soon the answer is on everyone's lips — the last surviving pilot from the old wars, the only man capable of destroying the monstrosity and saving Earth yet again. Another good reason to work round the point of having just one man to save the human race.

Despite a slightly grandiose

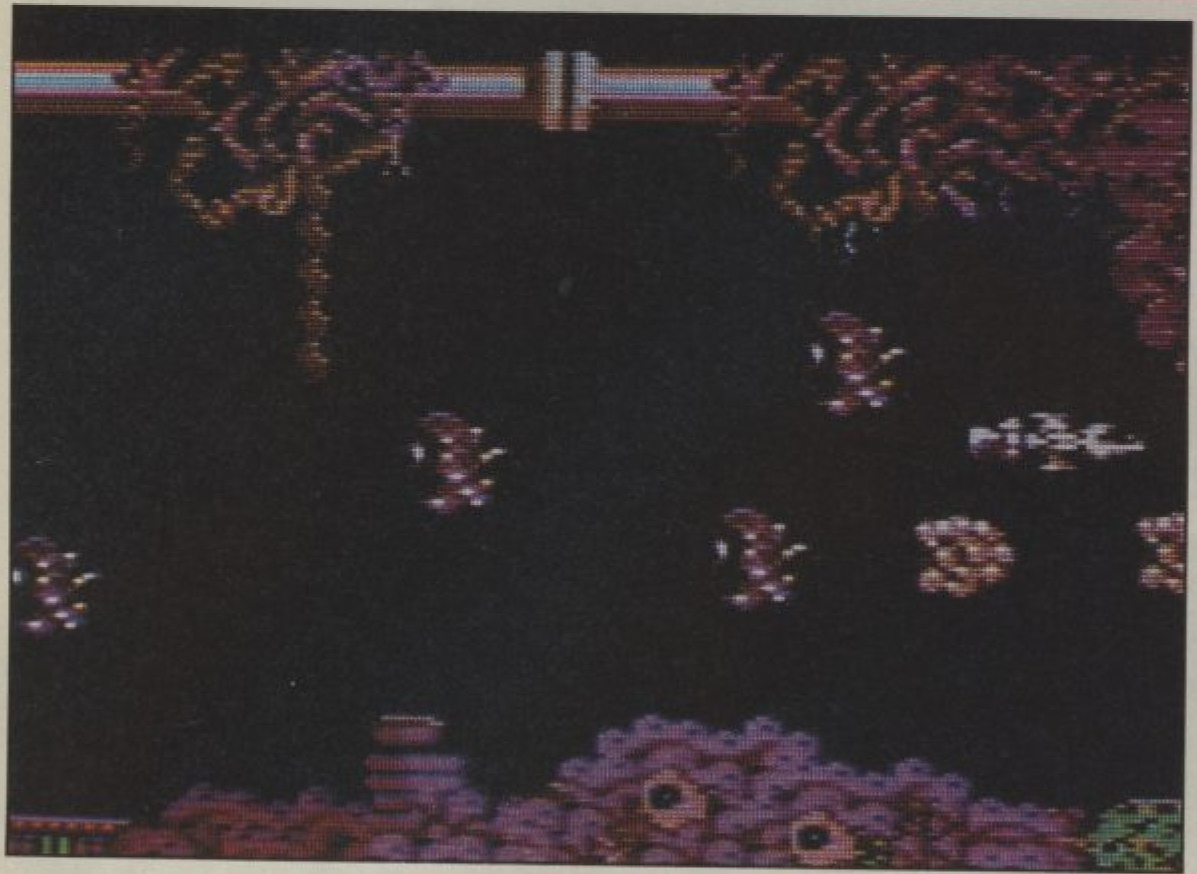


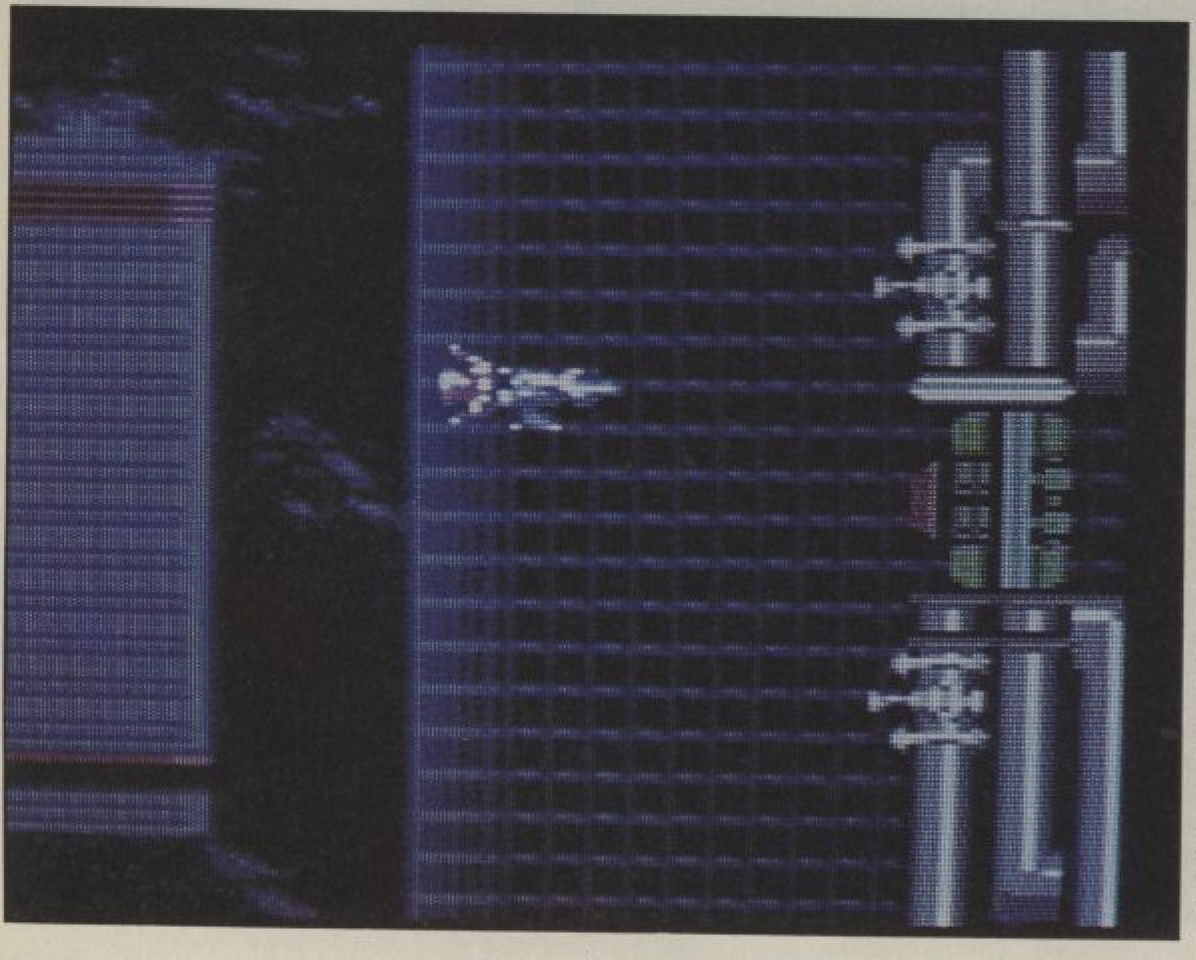
Level Three's long scroll.

Final level.



System 3
Price:
£9.99 cass
£14.99 disk





sounding plot, *Dominator* is nothing more than your standard scrolly shoot 'em up, and a bit of a surprise when you look at System 3's form book, with its classics like *International Karate* and the *Last Ninja* games.

Dominator takes place in a series of vertical and horizontally scrolling levels set inside the heart of the alien craft. All bar the first level that is, which is a vertical scroller representing the journey there.

Most of the attack waves scroll on to the screen from the opposite side, and are usually quite easy to kill, though whoever designed some of the attack waves obviously meant them to be as hard as possible, owing to the absence of time they spend in any one place.

On the bottom and top of the screen are little gun emplacements which have to be shot periodically otherwise they prove too much hassle after you've flown in front of them. Occasionally when a wave has been destroyed they leave behind them such booty as lasers and autofire pods, which make a more than significant contribution to the game.

Then comes the sub guardians, a smallish craft that might take a volley of your best shots to finish it off, or an alien appendage which fires stream after stream of attack ships after you. As usual there are the familiar end of level nasties which have to be dispatched in the common way, a multitude of shots to the "special" location.

The graphics in *Dominator*, throughout, are quite pretty, the effect of gaping pores in the aliens flesh is achieved quite well. I still found myself being more than vaguely reminded of any number of other shoot 'em ups, though.

Dominator is quite a tidy game though, it plays well enough, looks nice, and the music and effects work well, but it still comes across as dated. Perhaps if it had turned up sixteen months ago when the *Nemesis* season arrived, it would have been a whole lot better. To impress something like this has to be very, very good these days.

Mark Patterson

SOUND	**76%**
GRAPHICS	**76%**
PLAYABILITY	**78%**
LASTABILITY	**75%**

76%



Various nasties include... a flea(?!)



DOMINATOR

End-of-level... foetus (?!)

Amiga *Dominator* follows along the same lines as all the other versions gamewise. You know, hideous evil threatening to take over the galaxy, fly along numerous levels killing everything in sight and more besides. That's basically all there is to it, which isn't a good sign. There are one or two tricks up *Dominator*'s sleeve, but nothing to really lift it, and what you are left with, unfortunately, is basically a better than average arcade shoot-'em-up.

The first level has you flying upwards through some creature's innards. Waves of aliens fly down towards you, while little hands claw at you from the walls. Later levels have you flying left to right through various landscapes fighting all manner of strange enemies, from large floating foetuses, manic sets of molars and huge fire-spitting frogs.

To begin with, your ship is a pathetic little thing. Slow moving with a poor rate of fire, but that is somewhat rectified as you fly through the game. You collect tokens by shooting certain aliens, and these can either give you extra weapons, such as multiples or side-firing lasers, or speed-ups. However, these are few and far between, and also have the detraction of running out after a short amount of time.

So, that's the basic idea (or concept, as Mark Cale would have it), but what is the gameplay like? Not all that good, I'm afraid. For a start, it just doesn't offer anything new. As a game design, *Dominator* falls well below standard. The library of good 16 bit shoot 'em ups is restricted to a handful of games, and this won't be an addition. A game of this type needs more than good graphics to impress. *Dominator* lacks speed and, further any innovative features to bolster its appeal.

The graphics, in almost complete contradiction to everything else, are great. The sprites are sharply designed and the backgrounds are wonderful. All animated, eyes and mouths open and close, hands swing and small muscles open and close. The enemy sprites look great too, especially the foetuses. A sick idea but neat.

The sound on the other hand, is far from brilliant. In-game effects are dull and the explosion effect at the end of a level reminds me of nothing so much as the explosion sound when you destroy a base in *Firepower*.

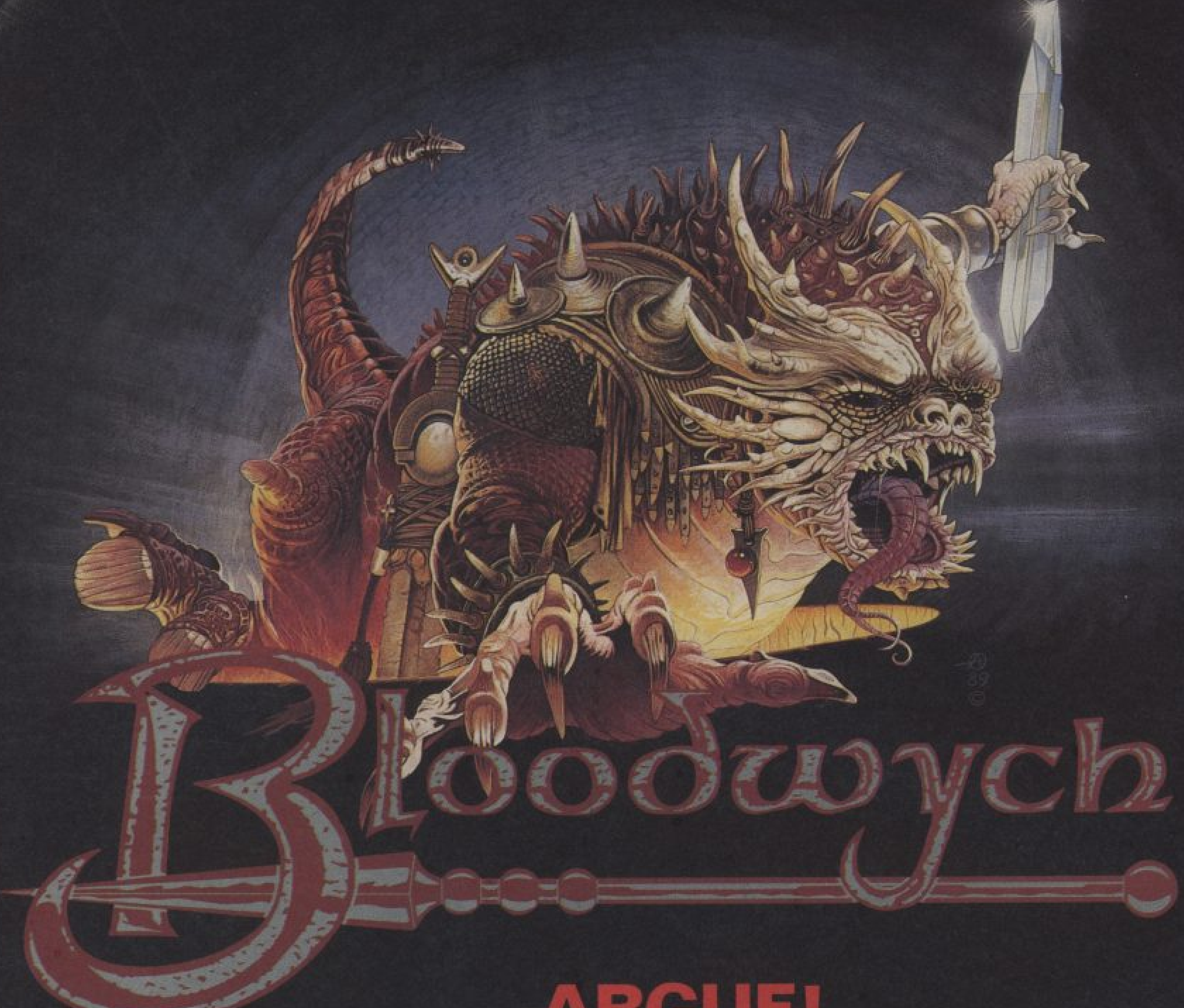
Much as I hate to say it, *Dominator* is a disappointment. It promises a great deal but ultimately fails to deliver.

Tony Dillon

Dominator
System 3
Amiga
Price: £24.99

SOUND	73%
GRAPHICS	83%
PLAYABILITY	54%
LASTABILITY	56%

60%



ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

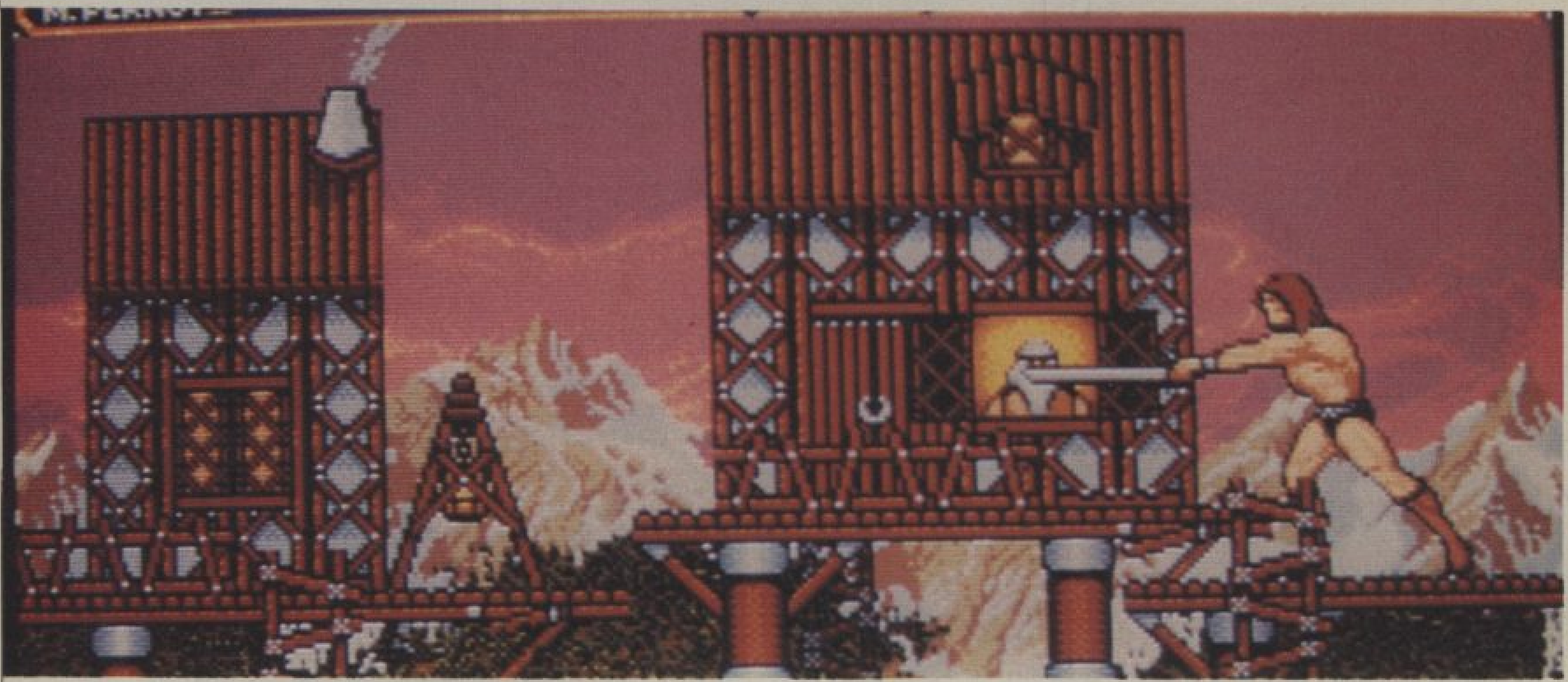
With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!




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image works



Straight in the mush and, below, the sinking sun.



Silmarils
Price: £24.99

TARGH

This game is possibly the only way that Gainstar could feasibly follow up the aclaimed *Sword Of Sodan*, and follow it up rather well it does. You are the Targhan of the title (how many other Targhans are there in the world?), son of a trible chief, blessed with superhuman strength and fighting abilities. Since the time of your birth, there has been a terrible blight over your father's village. An evil lord has terrorised the surrounding lands, claiming all for himself and leaving poverty in his wake.

But the final straw has come. The lord's minions have killed your father in an effort to take over



Practising the sword skills.



Watch out for pesky stalagmites.

HAN

the village. You, a full-grown adult by this time, swearing to avenge your father's death, and so you do.

Travel through four separate, but interconnected sections as you search for the lord. Wander through the forest, avoiding attacks from bats and archers. Climb down wells to dungeons below, but remember to bring a source of light. Things tend to get a little dark without one. Climb up into the trees to battle amongst the treehouses, where elven folk attack you with axes. What do you expect, after all you are trespassing. And when you have found the castle, you have to fight the guards and find the lord, then you must destroy him.

The game is viewed as a side on, flip screen arcade adventure with some simply wonderful graphics. The backdrops are exquisite, and most of them have some kind of animation, be it a bird flying around in the distance, or a bell or lantern swinging in the wind. The main sprites are amazing. Huge and very well detailed, they have to be seen. The animation isn't amazing, however. The number of frames of animation are just a little too low.

Sound is pretty good too. Lots of *Barbarian*-like 'ugh's and 'agh's during battle, plus suitable samples effects as background noises add to the atmosphere.

It plays really well. I for one feel that *Sword Of Sodan* lacks a little bit in the playability sector, but *Targhan* is by no means short of fun. I had a great laugh playing it, even with the slightly disastrous multi-loading system.

The game is big, and there is a lot of variety. Certain objects might help you at times, so always be on the lookout, and don't always kill what you meet. Only attack if being attacked is usually a good philosophy. Another corker from Gainstar.

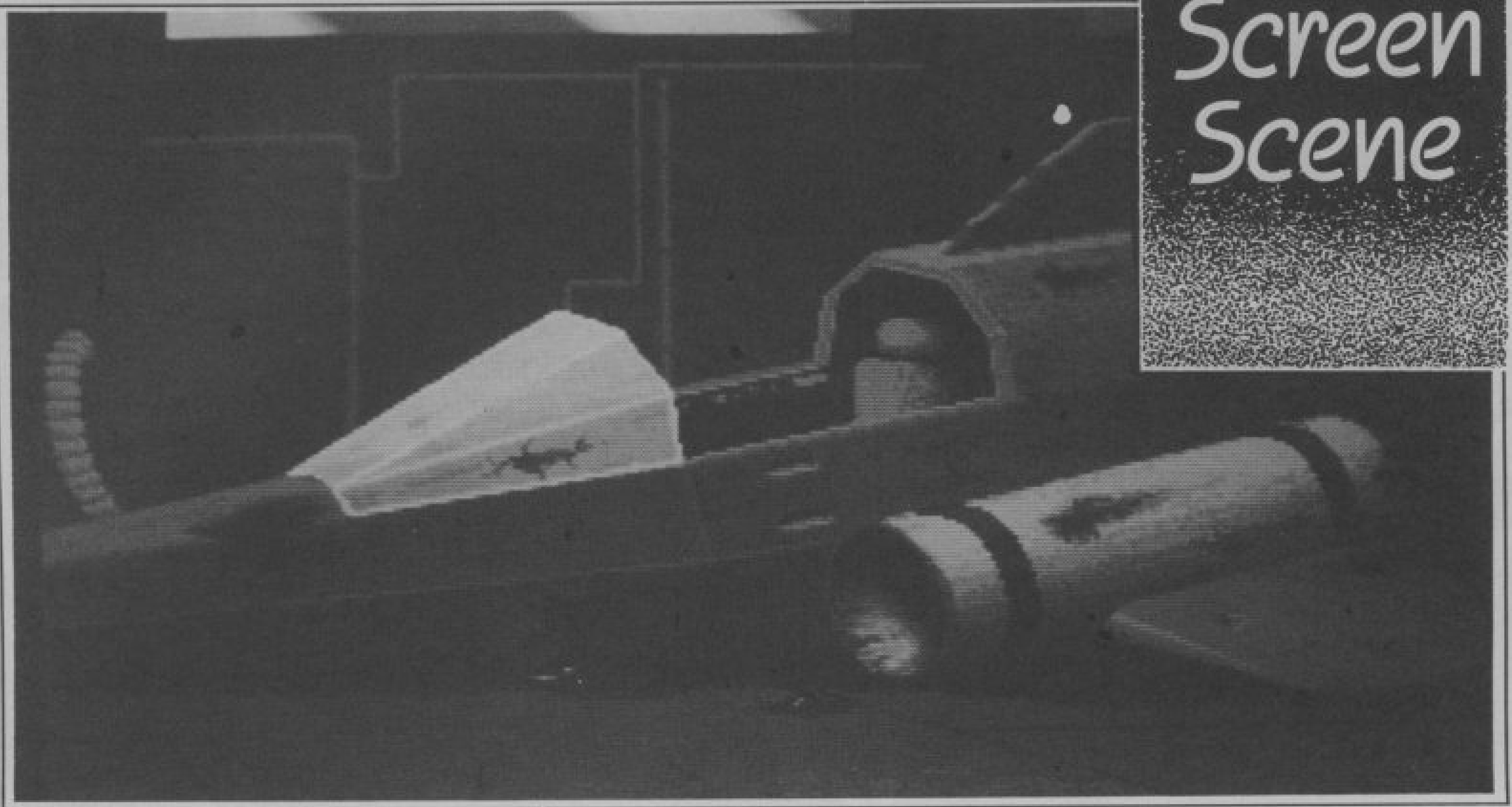
Tony Dillon



SOUND	**84%**
GRAPHICS	**89%**
PLAYABILITY	**81%**
LASTABILITY	**83%**

86%


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A still screen appears of a crashed ship when your mission fails.

DATASTORM

Starray was like *Defender*, this *is Defender* in its purest form. The game is called *Datastorm*, and the object is to bring to safety eight pods which are roaming the surface of an alien planet. Trying to prevent you from completing your mission are literally hundreds of aliens, all of which have been duplicated in other games at one time or another.

The main style of adversary are called landers, for most of the time they're quite content with hovering around waiting to be shot, occasionally they will actually fire back, whilst others attempt to pick up your pods and carry them off. Should a lander succeed in kidnapping a pod it creates a mutant, a lander that nips around at an incredible rate and is liable to ram you. To make matters worse they drop a traitor pod which needs to be destroyed before it wipes the rest of the good guys out.

An addition to Datastorm that was missing in the original *Defender* is extra weapons pods in the shape of lasers, autofire, missiles and a shield. Extra huge aliens tend to appear now and then too, just to rub things in they have various appendages which need to be shot off, and then it still takes the mandatory fifty shots to finish off the main craft.

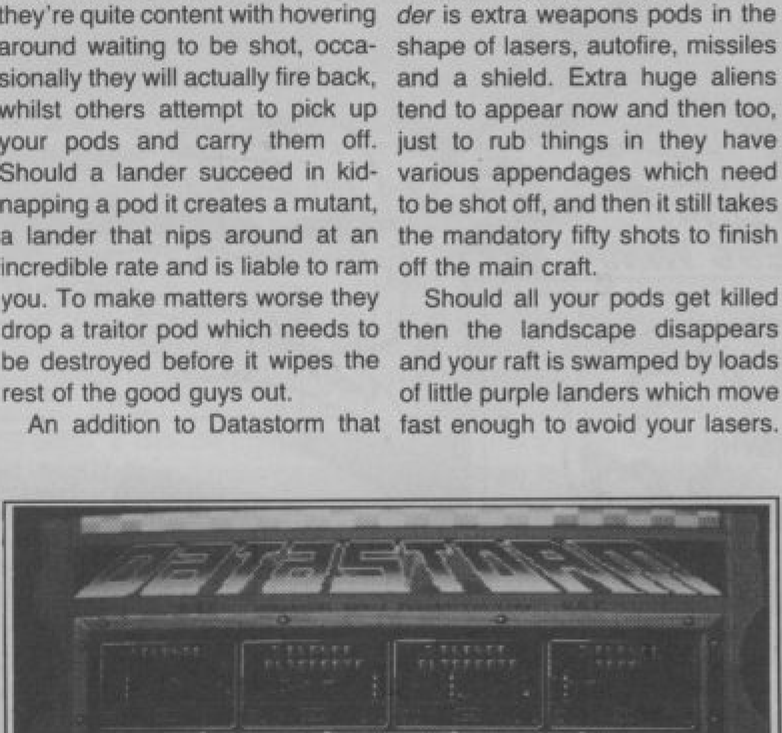
Should all your pods get killed then the landscape disappears and your raft is swamped by loads of little purple landers which move fast enough to avoid your lasers. Though inactive when your pods have been killed, your space ship is equipped with a limited shield supply which can be switched on and off, plus three smart bombs which are fantastically useful.

The scrolling is available in two modes, standard — whereby your ship stays central to the screen, or even better, the traditional *Defender* mode which causes your craft to be thrown around the screen mercilessly. Speed levels are also selectable, though anything other than fast just doesn't seem right.

This game is on import only, but should be available in most software shops. I loved *Datastorm* as it's just pure shoot 'n kill and nothing else. The graphics retain the feel of the original Williams coin-op (as programmed by Eugene Jarvis). Highly addictive — I'd recommend *Datastorm* even to my worst enemy!

Mark Patterson

Options screen.



Visionary Design
Price: £24.99

GRAPHICS	**78%**
SOUND	**67%**
PLAYABILITY	**85%**
LASTABILITY	**82%**

83%

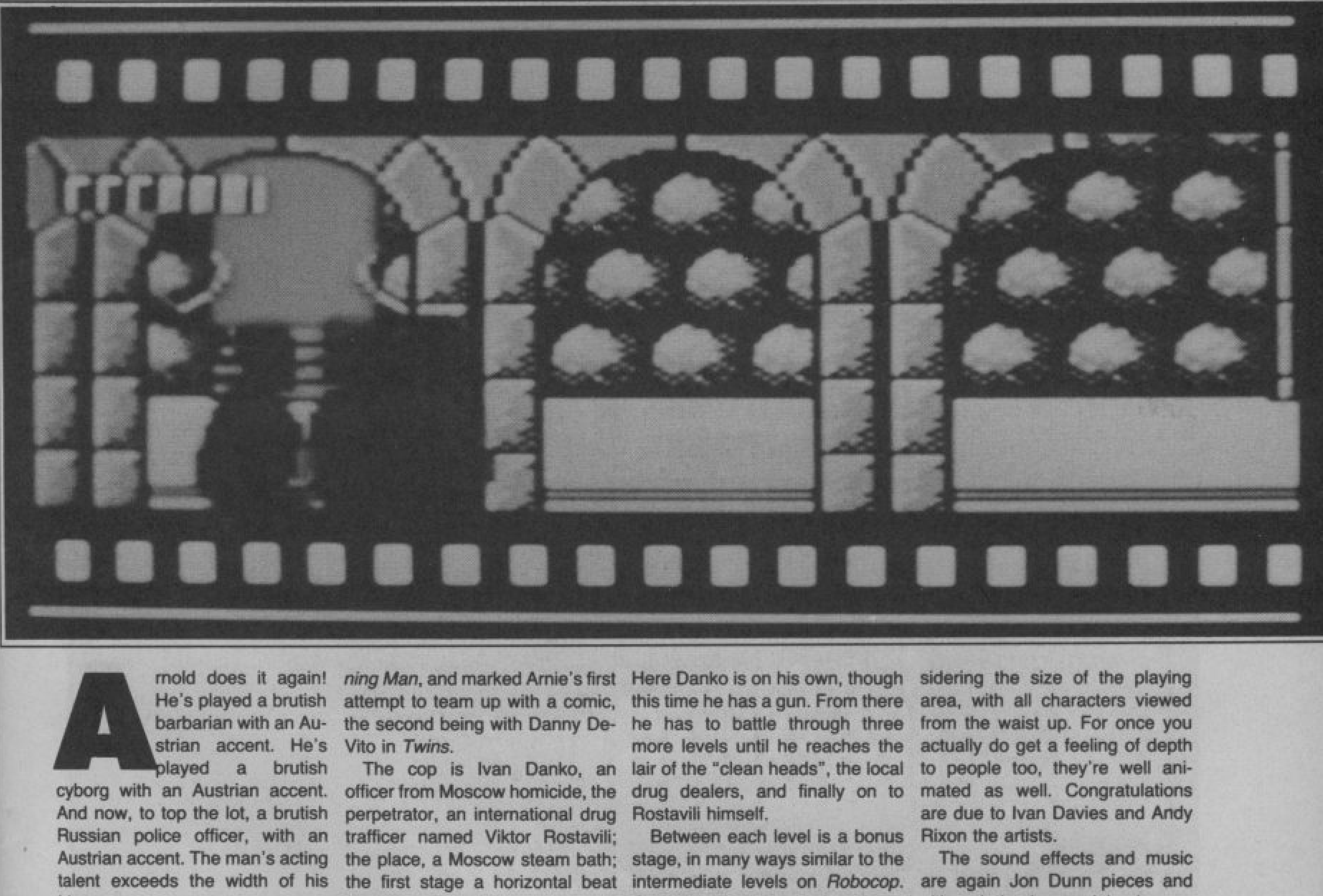


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64 Screen Scene

RED HEAT

Arnie in the sweat room picks a fight with the men who've swiped his towel.



Arnold does it again! He's played a brutish barbarian with an Austrian accent. He's played a brutish cyborg with an Austrian accent. And now, to top the lot, a brutish Russian police officer, with an Austrian accent. The man's acting talent exceeds the width of his biceps.

Red Heat, the film, was Mr Muscle's next releast after *Running Man*, and marked Arnie's first attempt to team up with a comic, the second being with Danny De-Vito in *Twins*.

The cop is Ivan Danko, an officer from Moscow homicide, the perpetrator, an international drug trafficer named Viktor Rostavili; the place, a Moscow steam bath; the first stage a horizontal beat 'em up.

Ivan has been caught short by a hit squad of Rostavili's men, his only means of defense are a powerful punch and a lethal head butt (not to mention the fact that Arnie never dies). In the best tradition the opposition start with an upper hand, some members of the squad are armed with guns while bits of falling masonry also sap Arnie's strength.

Should Arnie survive this, he is then transported to Chicago where he teams up with James Belushi — but that's in the film. Here Danko is on his own, though this time he has a gun. From there he has to battle through three more levels until he reaches the lair of the "clean heads", the local drug dealers, and finally on to Rostavili himself.

Between each level is a bonus stage, in many ways similar to the intermediate levels on *Robocop*. Several games are produced randomly inviting Danko to do anything from patching together a dollar bill or going all out with his gun. Apart from breaking the game up a little bit more they also serve to top up Arnie's energy and bullet level just as he runs short.

Red Heat introduces a new playing perspective, whereby only the middle third of the screen is actually used, the top third blank, and the bottom third containing a distance to end of level gauge in the form of the *Red Heat* logo.

The graphics are really big considering the size of the playing area, with all characters viewed from the waist up. For once you actually do get a feeling of depth to people too, they're well animated as well. Congratulations are due to Ivan Davies and Andy Rixon the artists.

The sound effects and music are again Jon Dunn pieces and although they're good they're certainly not outstanding.

Red Heat isn't the best game ever to come out of Ocean, but it's by no means the worst. A very enjoyable, playable arcade game, marred slightly by a lack of variety on the main levels.

Mark Patterson

Ocean
Price:
£9.99 cass
£14.99 disk

SOUND	79%
GRAPHICS	85%
PLAYABILITY	84%
LASTABILITY	80%

82%

Thunderbirds was a puppet show apart. Nowadays, Gerry Anderson's creations take their cue from Frank Oz and the Muppets, with pliable faces, no visible wires and voice overs by the likes of Windsor Davies. Back in the 60's nobody seemed to mind that Batman wore knickers, U.N.C.L.E. got T.H.R.U.S.H., The Shadows played in the Thunderbirds film and that they tried to make Captain Scarlet a suave Cary Grant but he still ended up a B movie Brit.

"This is the game for the baby boomers," Gwaine Taylor from Grandslam told me. "More depth than *Running Man,* the one for the 16-bit generation who like plot, nostalgia and good graphics." Righty ho, Mr Taylor, but is the game actually any good?

The answer to that must be yes. *Thunderbirds,* the arcade adventure, manages to pack in challenging gameplay, four story lines, decent graphics, plus digitised TV sequences and the theme that makes you want to waggle a bandleader's baton as much as a joystick. All of this without sacrificing any of the original's eye for tacky detail.

Two members of International Rescue inhabit the plot of each section. This can involve saving a man in a flooded mine, shutting down the reactor of a scuppered nuclear sub, stealing the top secret plans of arch villain The Hood, or thwarting his plot to launch H-bomb missiles.

The puzzles you are set fuse perfectly with the mood of the series, making for a demanding game which is never cute for the sake of it. A few gems spring to mind.

The first is when Lady Penelope uses a clockwork mouse to deactivate a laser-triggered security system; the second occurs if you are unlucky enough to be eaten by a shark outside the stricken sub, and the shark swells to monstrously engorged and self-satisfied proportions; thirdly, because Brains is the type of guy who knows how to invent technology but isn't too hot on its application, if he's a little slow in getting the spanner to the water pump, the flooding mine begins to flood a little too quickly — and the backroom boffin begins to drown, with his eyes-a-bulging 'neath his goggles.

Death, in fact, like the series, never happens not even to the baddies, because schmucks that they are, members of International Rescue aren't allowed to kill their enemies. Presumably this would ruin their moral superiority. Should they fail a message scrolls across telling you that another rescue agency had to come, humiliatingly, to your aid.

If, like one of its sisters magazines, CU had a predicted interest curve rating, the line for *Thunderbirds* would tend to straighten out. A FAB game and one which will have you tugging at your purse — if not your puppet strings.

Steve James

SOUND	**79%**
GRAPHICS	**86%**
PLAYABILITY	**88%**
LASTABILITY	**88%**

85%



Thunderbird Four sets off.



Above. Brains meets the Mole.

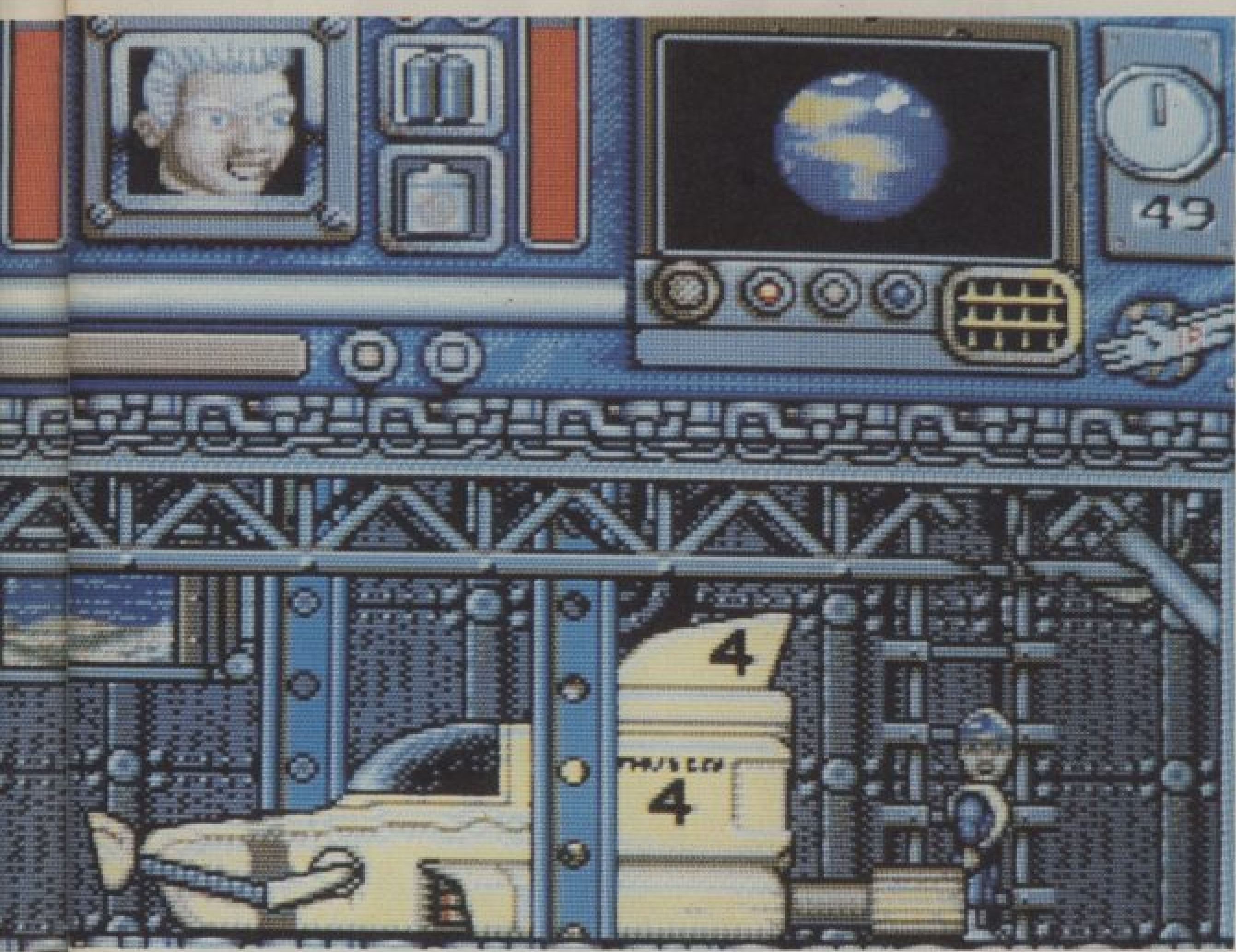
Above right. Showdown with The Hood begins.

Right. Calling International Rescue.

THUNDE

Grandslam
Price: £24.95

AMIGA Screen Scene



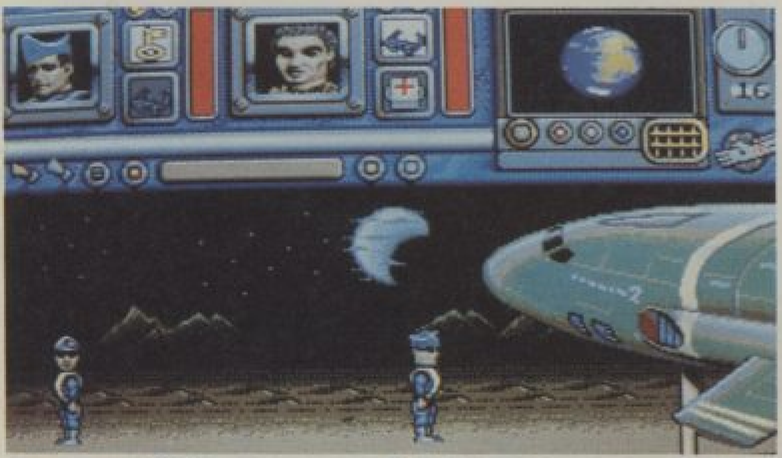
64

PRICE:	**£12.95 cass**
	£14.95 disk

Identical gameplay minus digitised samples. This sort of game suffers slightly from the diminished graphic capabilities of the machine. But that said, it has everything else to hold your interest.

The packaging for the 64 version, like that for the Amiga, comes resplendent with a giveaway cassette of the Thunderbirds theme.

SOUND	**78%**
GRAPHICS	**79%**
PLAYABILITY	**88%**
LASTABILITY	**88%**
OVERALL	**83%**



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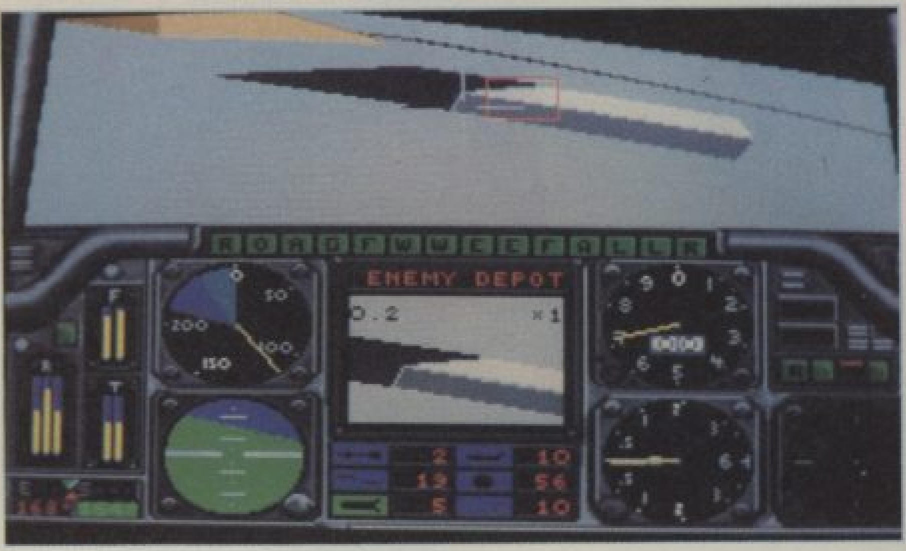
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Even with all your *F16s* and *Falcons* or *Interceptors*, to my mind, there's been no flight simulator that's even come close to *Gunship*. Less reliant on having dozens of attractive graphics and lots of exterior views, and more reliant on having realistic action, *Gunship* on the 64 has much more in the way of atmosphere and excitement than any Amiga flight sim to date. Until now.

Gunship is now available, after months of waiting, even after ST and PC versions were released, on the Amiga. At last owners of Mr Commodore's 16 bit dream machine have the chance to take an AH-64 Apache up for a spin over five different war zones and through an infinite amount of missions.

The world outside your 'copter is viewed in first person perspective, as usual, and that's how it stays. There are no outside views, there are no missile-eye views. There are no zoom facilities. There isn't even a chase plane option. But that's a much more sensible way to generate atmosphere. It's a bit hard to believe in a flight simulator if you are poncing around outside your plane, zooming in and out, not really flying. In *Gunship*, you are restricted to three views: look forward, look left and right, and that's the way it should be. After all there aren't external views on a real chopper, are there?

This flight sim's fun. The controls are a little sluggish, but I get the feeling that's how they're supposed to handle; after all, this is a low-level combat chopper, not a Fiat Uno.

The graphics are great. The clever use of shading mixed with filled vectors gives the game a very solid feel, especially where the enemy craft are concerned. Tanks look like tanks, AA guns



UNSHIP

Congratulations Dillon, you received the National Defense Service Medal and a decent hair cut.



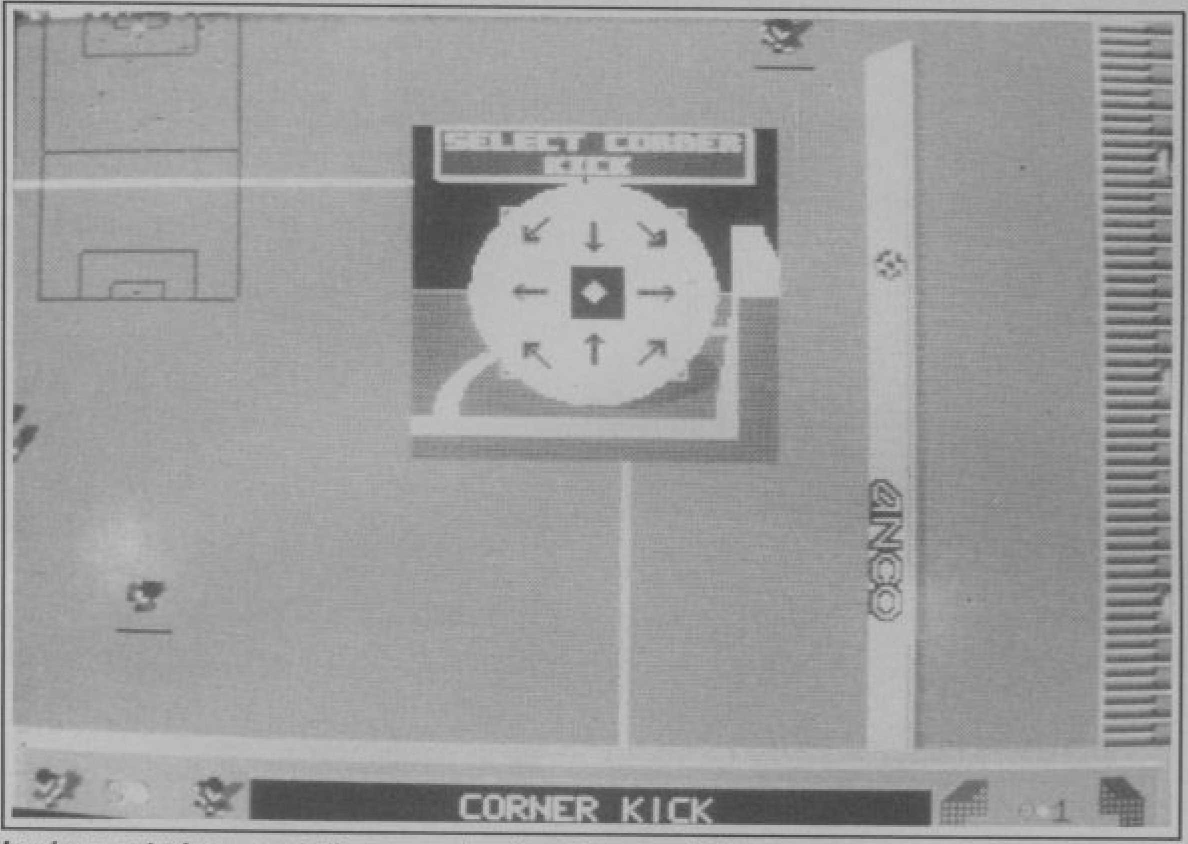
look like real AA guns, small frightened people look like real frightened people.

The design of the game is identical in every detail to the 64 version, right down to the loading sequence. The missions follow along the same lines, the five areas you fly over are identical. What you have here is the same brilliant game, but adapted to suit an Amiga, with better sound, graphics and playability. So who can complain?

Tony Dillon

SOUND	**82%**
GRAPHICS	**82%**
PLAYABILITY	**85%**
LASTABILITY	**94%**

89%



Inswinger, outswinger, one to the near post — the art of corner kicking Kick Off*-style*

KICK OFF

Since the appearance of the Amiga some two years ago we've had a squad of basketball sims, American footie sims and golf games, many of good quality. The history of football sims however is limited to a couple of poor offerings. *Kick Off* pulls one back for the home side.

At first look Anco's game doesn't hold much hope. The screen consists of huge expanses of green stripes and a mass of little red and blue characters. Playing seems to confirm fears as the ball flies all over the park and your men show less control than a Sunday League side suffering from a collective hangover. I should know.

But initial impressions are misleading. As a matter of fact, *Kick Off* proves to be a surprisingly playable and immensely entertaining game.

The control method does take some getting used to. A small line shows in front of the players and by using it in the way you would a sort of buffer you can dribble with the ball. Trapping and distribution is effected by holding the fire button down *before* you reach the ball. This is what really takes getting used to, because to begin with you'll find yourself punting the ball all over the place. Control is not foolproof, in fact it's flawed, but it does represent a genuine attempt to simulate the game.

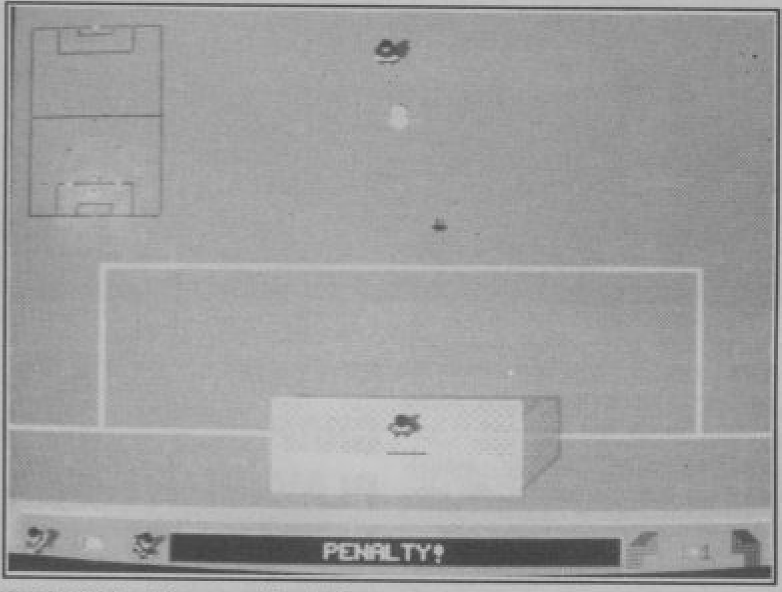
Whilst the graphics are small, they are quite neat and reasonably well animated, so you can see what's going on amid all the goalmouth action. There are plenty of neat touches too with fouls, yellow cards, sending offs and penalties. And when a man scores he runs back to the centre circle and performs a neat flip for the crowd.

Sound is variable with some muffled samples and a crowd roar which lends the game some atmosphere even if they sound none too authentic.

Other elements include a league system and various levels of play. You can play the computer, but the game really comes into its own in two player mode.

This might not look the greatest thing since Trevor Brooking, and it's nowhere near as perfect, but it sets the standard for other games in the league to follow.

Mike Pattenden



Pen! Will the 'keeps go the right way.

Anco
Price: £19.95

SOUND	**71%**
GRAPHICS	**76%**
PLAYABILITY	**79%**
LASTABILITY	**84%**

80%

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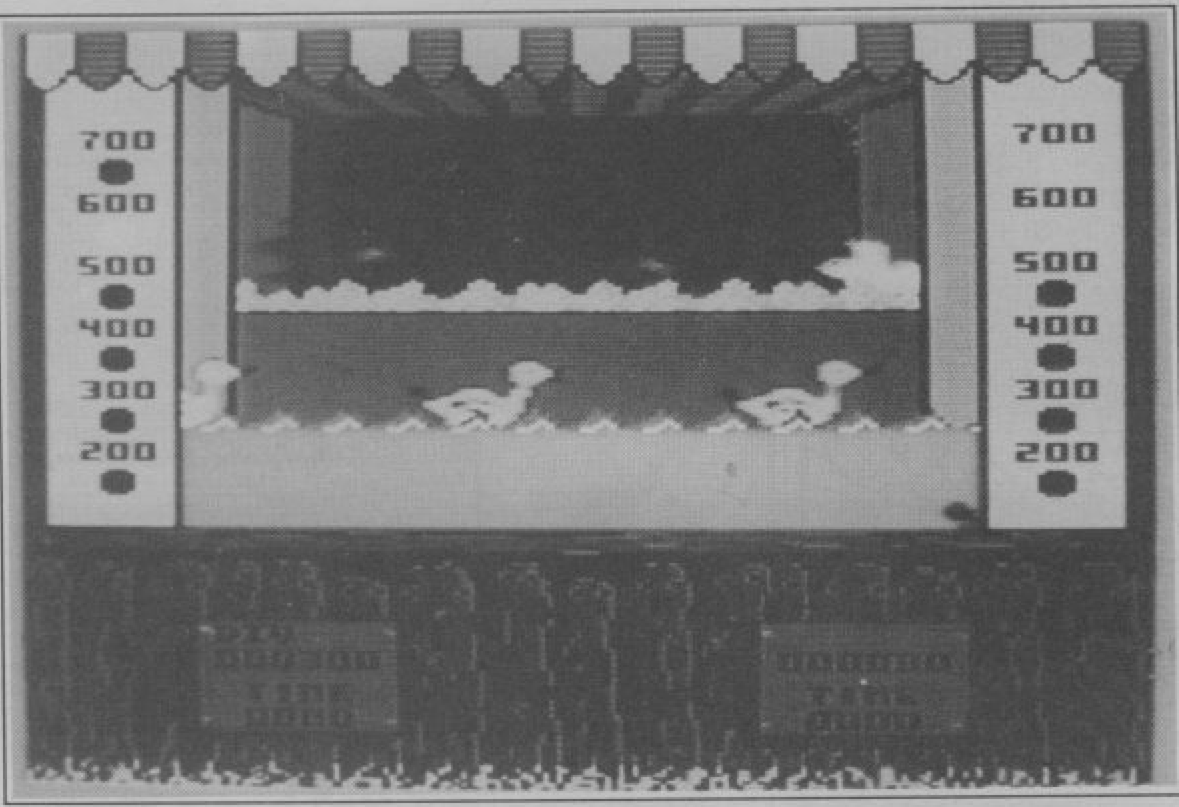
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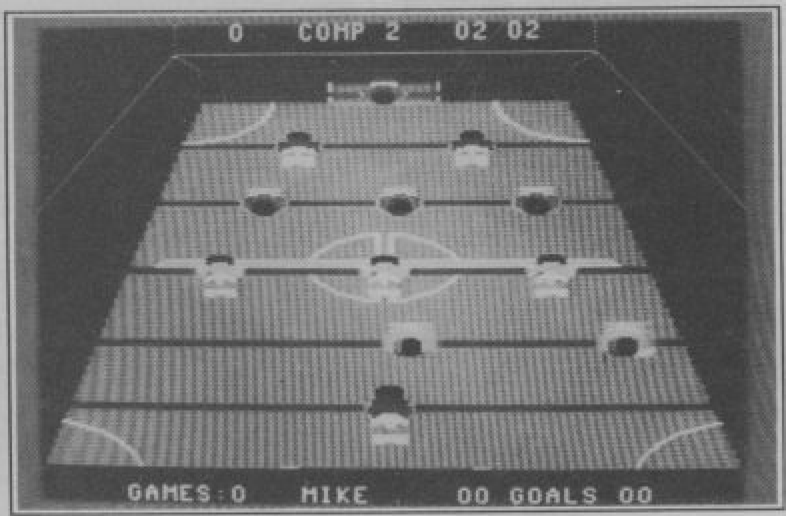
This month's nomination for most unlikely sports sim goes to Mindscape for *American Club Sports*. Test your mental and physical abilities by participating in six gruelling events which include table football, pinball and billiards.

The first event is *Table Football* in which you control six players on rods. The rods may be swung forward and back and moved from side-to-side to position your players to kick the ball. The idea of the game is to score the required number of goals before your opponent does.

The next event is billiards. There are two versions available. *English Billiards* is played on a standard table and you score points by potting balls or hitting both other balls. *Carom Billiards* is played on a table with no pockets and the only way to score is to hit both other balls. The first player to reach a set score wins.

The object of the next game, *3D Pinball*, is to accumulate as many points as you can by making the ball collide with the various obstructions. Use the flippers at the end of the table to keep each ball in play for as long as possible.

Tabletop footie.



The fourth event is *Skeeball*, the idea of which is to roll a ball up a ramp and into a target. Points are awarded depending on where you hit it. You can play against the clock or with a limited number of balls. The winner is the player with the highest average score.

The penultimate event is the *Shooting Gallery*. Try to acquire the greatest number of points by shooting the various targets which include ducks, rabbits, birds, frogs and fish. You can play against the clock or with a fixed number of shots. The player with the highest score wins.

The last game is *Crazy Pool*. The idea is to use your cue ball to hit all seven object balls into one of the two holes in the table. To make it a little more difficult there are bumpers on the table that act like extra cushions.

Graphics are of a high standard in all events and make good use of colour. Owing to the fact that there are six different games they're also quite varied. The sound isn't to the same standard, there is very little variation and what there is is nothing special.

At first the games are quite playable, well thought out control systems and the option of a human or computer opponent in most events all add to the initial enjoyment of trying to break the record scores. Unfortunately the games all become repetitious very quickly and monotony sets in.

All the events feature loads of options but because of the simplistic nature of the games I don't think that *American Club Sports* will hold your interest for more than a couple of days.

Mark Mainwood

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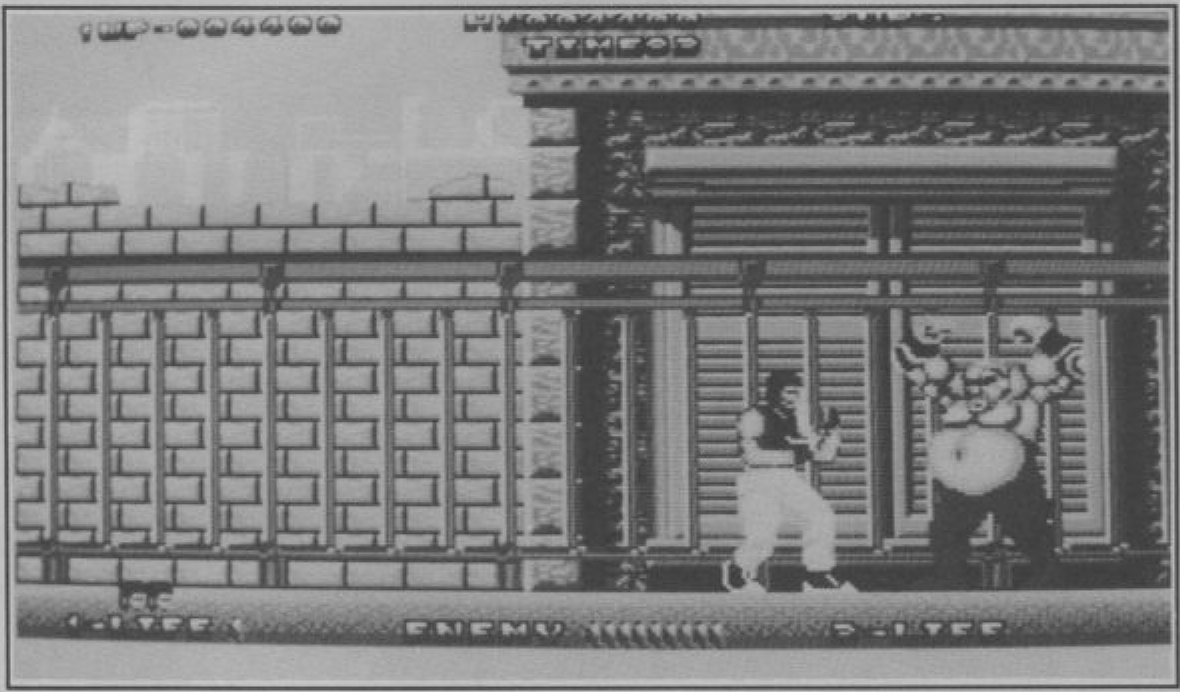
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Above and below, the end-of-level nasties.



DRAGON NINJA

When CU reviewed the 64 version of this game back in January it got a mixed reaction. It scored quite well, particularly in the graphics stakes; but a beat 'em up to play and play again it wasn't.

The same basic criticism holds true for *Dragon Ninja* on the Amiga. The game certainly sets a furious pace, but the gameplay is samey and you soon grow tired.

To recap briefly, the plot involves you in a plot to free good 'ol' President Ronnie from the dastardly clutches of the ninja hordes. The premise is pure star spangled banner, and from there on its simply a case of beating the hell out of everything in sight.

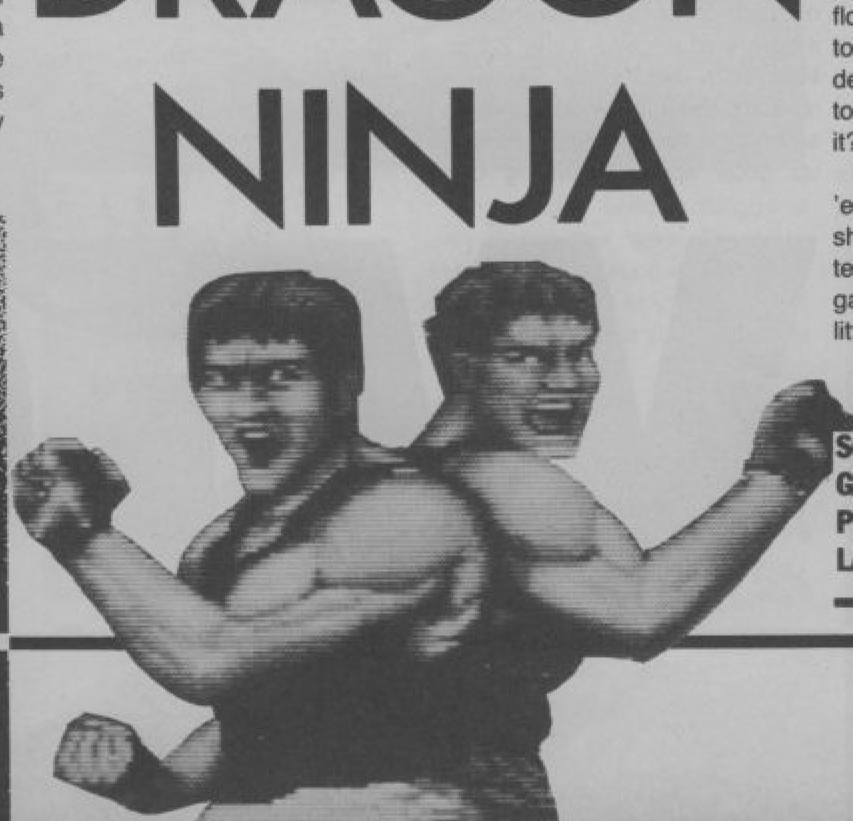
The action progresses from the streets of New York and takes you through a variety of Rambo-esque scenarios. The devilishly agile Ninja foes come thick and fast, and when they hit they hurt and you make a horrible puking noise. It sounds more like you're spending a night on the tiles than time on a mission for Uncle Sam. And that's about it as far as sound is concerned, apart from a mediocre jingle between screens.

Rightly so, the backdrops in the 64 version were praised for their realism and clarity. Much of this reflected the programmer's ability to work wonders with the 8-bit format. The same argument does not apply to Amiga *Dragon Ninja*. The visuals pack a pretty punch, with nice, big characters, but the animation, in particular, is ropy; you can kick into thin air and still floor a nearby Ninja; during face-to-face combat you appear to dematerialise. Body contact ought to mean *body* contact, shouldn't it?

That said, it's a competent beat 'em up with more than its fair share of action, detail and interesting settings. A fair enough game which could do with just a little more pep.

Steve James

Ocean
Price: £24.99



SOUND	59%
GRAPHICS	78%
PLAYABILITY	79%
LASTABILITY	75%

73%



WICK

This is a game with a lot of things to offer. It has one heck of a soundtrack, bedazzling graphics and a plot which comes straight out of the primordial soup.

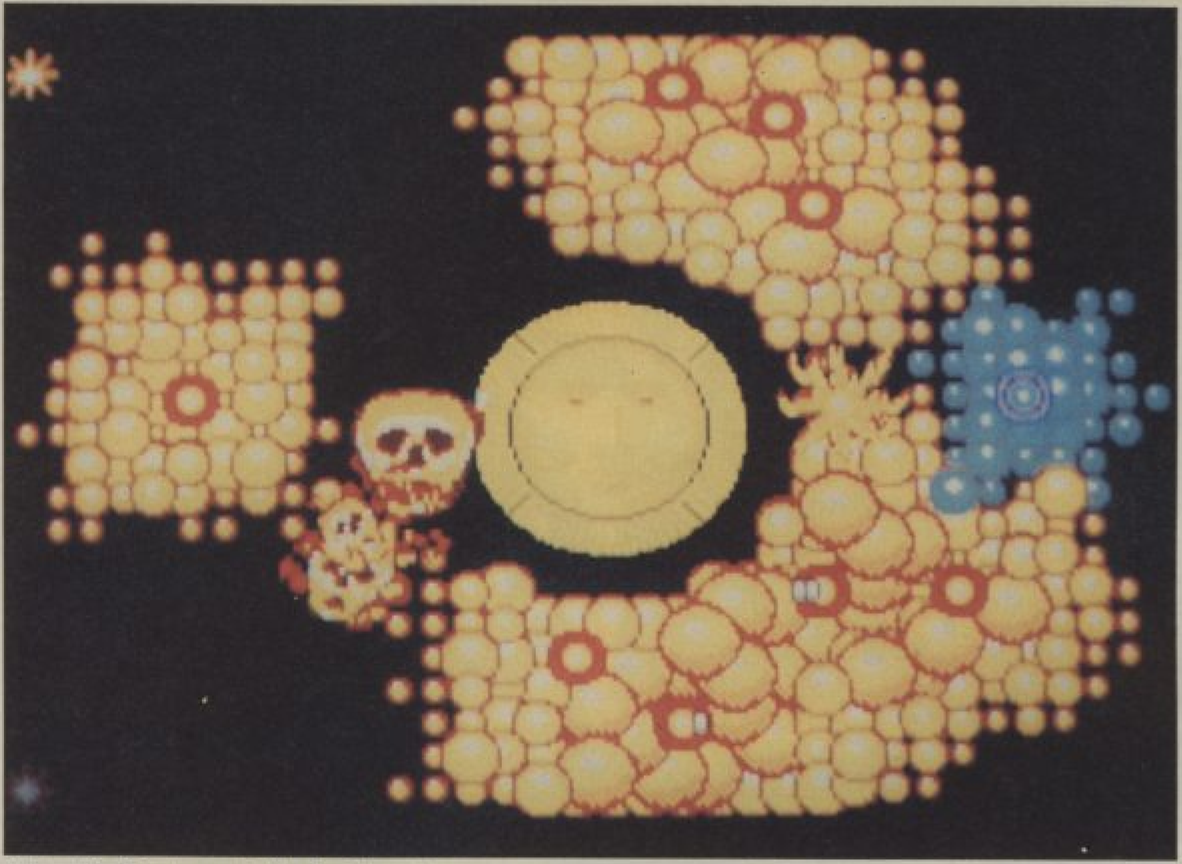
Pure evil has impregnated the twelve constellations through the portals of doom. Naturally, its seed is of a particularly, unwholesome, unholy, blue-green type, and it's hell-bent on smothering the Cosmos with the nasty stuff. There's quite literally the smell of burning martyr about your character. You are summonsed to the Palace of Shining Thrones, strapped by heavy chains to a mighty oaken ring, set on fire and told to get on with the business of booting the forces of evil back to the place of Pandemonium. Why not indeed?

From here on the game is one of those cover-the-screen-before-it-covers-you jobs, à la *Zoom*; *Wicked*, in fact, is like *Skweek*'s revenge. You have to go forth around the constellations, picking up good spores, blasting bad ones, multiplying enlightened growth (red-yellow patterns) and firing on the blue-green growth. When all evil portals — and not necessarily growth — have been destroyed, the screen is won.



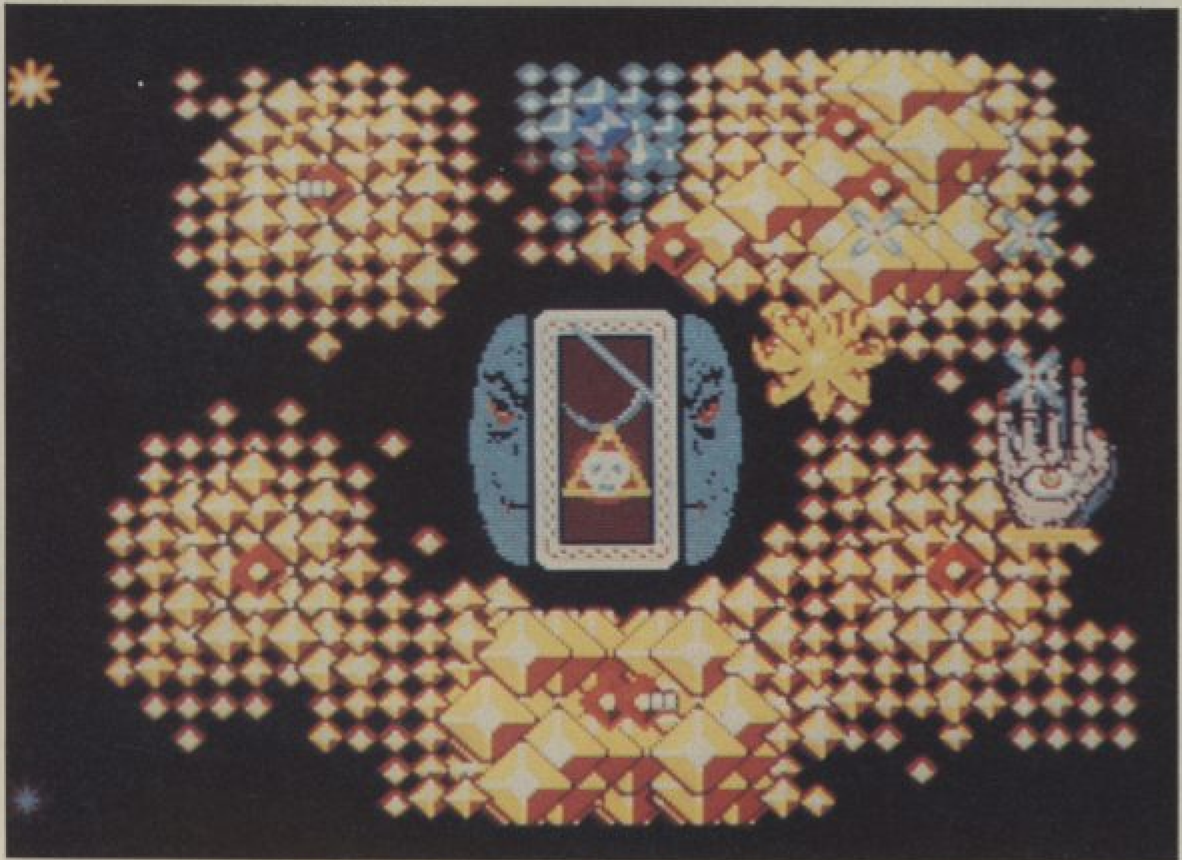


Activision/
Binary Vision
Price: £24.99



Left, you've killed a Guardian.

Below, the Tarot reveals the Death card.



KED

But tackling fiendish fungus is only one of your tasks. There are the Guardians, such as the Devil or the Hand, with which to contend — and don't waste your bullets on these at night time, they won't work. Twice a day the central face opens revealing a Tarot card and a crystal bringing good or bad luck. You have to learn to read the cards and nab the crystals, if benevolent, before the Devil's worm does.

The screens look as if someone's mashed up a million packets of Opal Fruits and done a Jackson Pollack with them. The colours seem so gushing and lurid that at first they distract you. But once you begin to pick out the spores, you can get well stuck in. Visually, in fact, the game is a treat and there are many nice touches. For example when you die, Pandemonium's symbol, the moon, breaks into replicas, like a million mad smileys on a bad acieed trip, and then the screen is filled with blood.

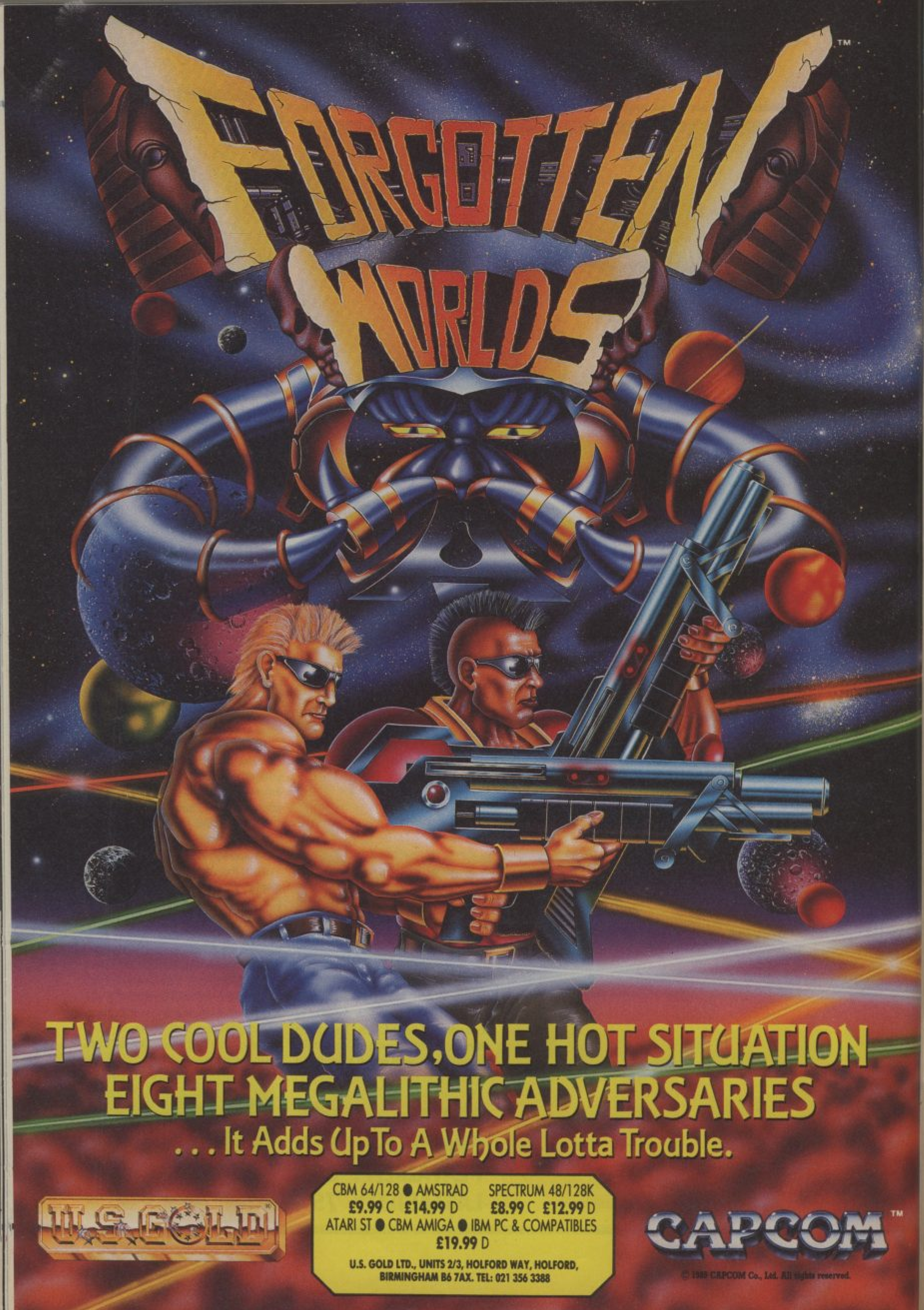
The same sort of care and attention has been devoted to the soundtrack. Each format will have its own theme and the Amiga's, scored by Richard Joseph, is a suitably Gothic spooky number with some nice, sampled backward speech on it.

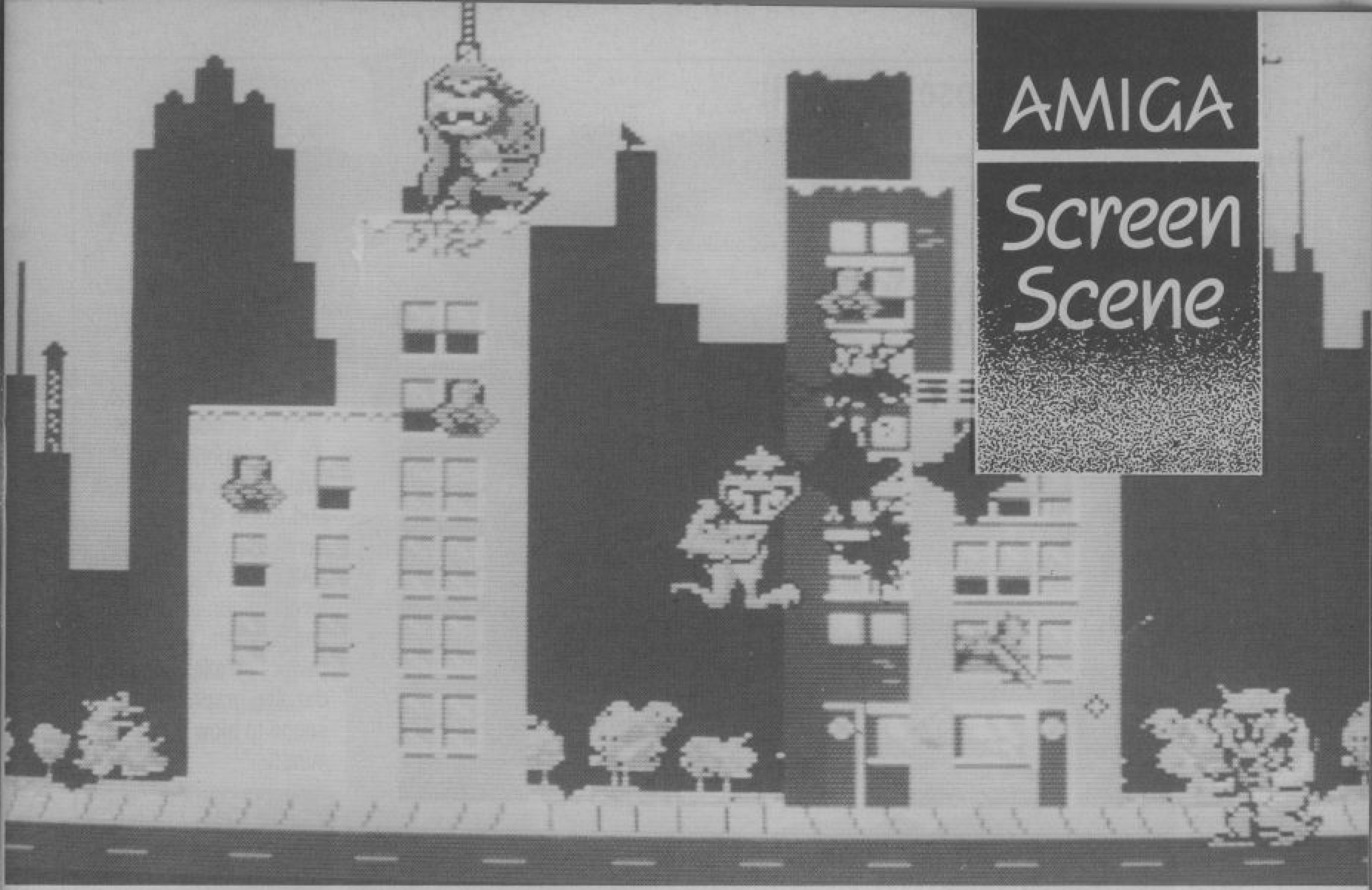
And the down side? Despite giving you three game options ("strategy"-based game, arcade or mixed) *Wicked* does not have the type of gameplay which will make it a perennial fave; it simply doesn't have the depth. But it's certainly original, fast and visually and aurally addictive. And if you just fancy spending an hour or two as a righteous ball of flame, remember that this little number's in your softshop.

Steve James

SOUND	**85%**
GRAPHICS	**87%**
PLAYABILITY	**80%**
LASTABILITY	**75%**

81%


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They're tasty, tasty, very, very tasty.

RAMPAGE

There have been one or two attempts in the past to recreate the atmosphere of the old B movies you used to be able to go and see in the pictures on a Saturday morning, when Godzilla reigned supreme. Some have succeeded mildly (*T-Wrecks*, the Chewits Game, for example) while others have failed pretty miserably (*The Movie Monster Game*). Probably the most successful of all is Bally Midway's *Rampage*. A glorious feast of destruction, doom and death by consumation.

When it hit the arcades, and I do mean hit, *Rampage* was an instant smash, and yes you guessed it, I do mean smash. The idea was simple. Up to three players at once played around a *Gauntlet*-style cabinet, each playing one of three 'monsters'. George the giant gorilla, Lizzy the oversized lizard (sounds familiar so far) and Ralph the enormous wolf. The objective, tear down cities.

Tearing down cities couldn't be easier. In each city, there is a small selection of skyscrapers dotted about. Each of the three has to climb up and down the sides of the buildings and basically punch holes in the walls. When a sufficient number of holes have been knocked in a building, the foundations crumble and the building falls to the ground where it lies a broken heap of rubble.

Now obviously you can't expect to tear apart the capitals of the first world without a little bit of resistance, and resistance comes in the form of good old Uncle Sam's army. Soldiers lean out of the windows of the buildings and fire energy-depleting bullets at you, or lob grenades in your direction. Helicopters buzz you from above, and then launch a stream of evil looking missiles, Tanks roll along the ground and fire AM (Anti-Monster) shells in your direction. And all the while your energy level is dropping and dropping.

So to top it up, you eat. What do you eat? Anything you like. Now, the things that you find to eat can be either good or bad. Bad things deplete your energy even further and consists of items such as flamethrowers and television sets. Things that are good to eat are things like goldfish and enemy soldiers. Yum.

The graphics are amazingly faithful to the coin-op, right down to all the little touches. Like the cute expressions on all the monsters faces, and the sweet way they chew when they eat. It all moves very well, without any sprite glitches. None whatsoever. Not even one. Wow.

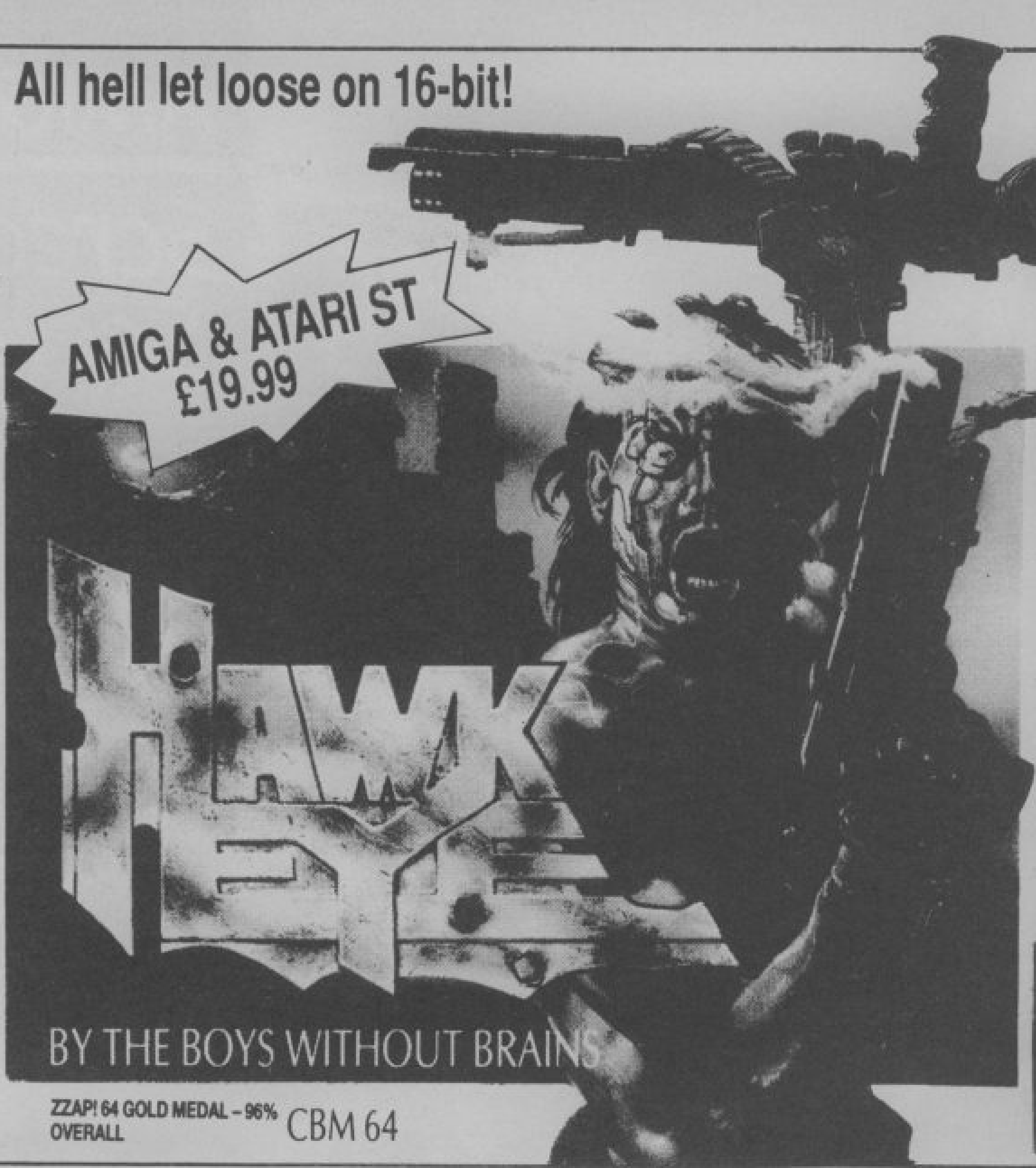
It's a little too hard to get onto a building, far too easy to get off when you don't want to and far too tricky to get off when you do. Even so, the game's still tremendous fun to play, especially in multi-player mode. Thankfully the Amiga version of *Rampage*, long awaited I might add, has successfully managed to capture the slightly chewy texture and decidedly sweet flavour of the original coin op. *Rampage* is a cute little number, a rare old treat. Fans of the machines should definitely buy. Everybody else should just buy it.

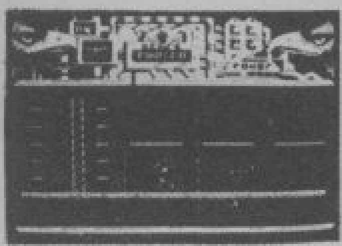
Tony Dillon

Activision
Price: £24.95

SOUND	**81%**
GRAPHICS	**83%**
PLAYABILITY	**73%**
LASTABILITY	**78%**

80%


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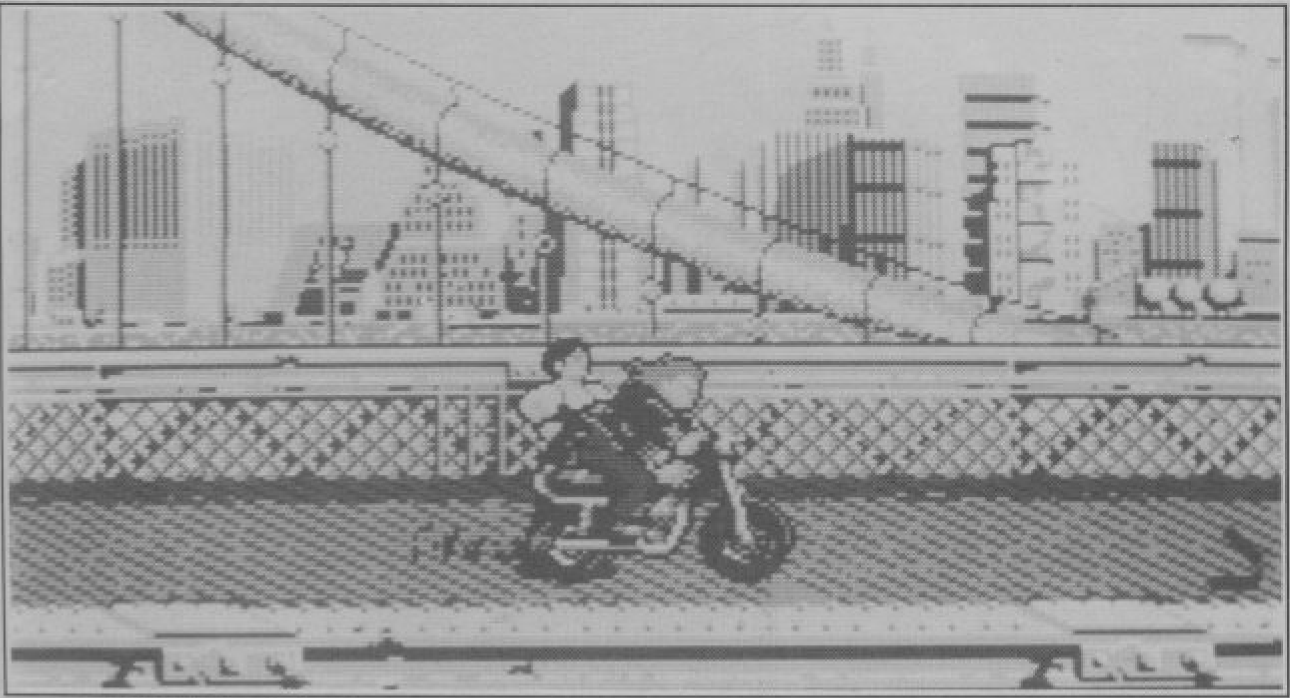


VIGILANTE

As a coin-op, *Vigilante* had no real claims to greatness. It wasn't a step forward in arcade technology, and it didn't offer much variation in its beat 'em up gameplay. It wasn't good for much more than a couple of goes.



Your missus, who goes by the name of Madonna, has been kidnapped by the skinheads — not any old skinheads but *the* skinheads. You, being from a rough and tumble neighbourhood, have no qualms whatsoever about going out and beating seventeen complete and altogether different varieties of crap out of everybody you meet, and this you do, over a selection of levels based around the streetfighting theme. This is not a game for those with an aversion to violence.



Ridin' in New York.

In terms of gameplay, *Vigilante* is closest to *Kung Fu Master*. You scroll from left to right, and bad guys run from both sides and have to be punched or kicked off the screen. The basic, grab-hold-and-reduce-your-energy henchmen, take only one hit to knock away. Others, such as Nunchaku or knife wielders have to be hit repeatedly before they cop it — and when there's one on either side, it proves to be a problem. At times you feel like you ought to be some kind of Ninja Octopus.

The thing is, *Vigilante* is very unplayable. It's just too slow and unresponsive. Gameplaying skills go out the window when your on-screen character just doesn't move fast enough to be able to kick out the two bad guys standing in front of him. Picking up extra weapons is pointless, as the idiot throws them away the moment he's hit.



A man alone.

Graphically, *Vigilante* is fairly faithful to the coin-op. The sprites aren't quite as large, but they are recognisable, as are the backdrops. *Vigilante* was written by Emerald Software, the same team that wrote *Running Man*, which might explain the speed of the game (but then again, I'm not one to cast aspersions!).

Sound. What a curious concept. There isn't much ear-vibration to be found to *Vigilante*. A tune plays throughout, and there are a few weak FX in there as well. A game such as this should have plenty of hard-sounding "thwocks".

Vigilante is a poor game. I might have finished by saying it's a good conversion, which in some ways it is. It's just not much of a game. The whole point of a simple beat-em-up is it provides short adrenalin burst and a little bit of excitement. But a frustratingly slow game isn't one of the purchases I go looking for when I go shopping for software.

Tony Dillon

US Gold
Price: £19.99

GRAPHICS	**79%**
SOUND	**72%**
PLAYABILITY	**41%**
LASTABILITY	**53%**

60%

WAYNE GRETZKY'S ICE HOCKEY

Well, after *Speedball*, it's back to basics with a game that's nearly as violent, yet just as fast. Ice Hockey is a game ripe for conversion. Full of big muscular men with large pointed sticks and a death wish.

Now, I'm no hockey afficianado, but I do know that it consists of five men all dressed like American footballers skating around knocking a little flat black object (called a puck) along the length and breadth of a frozen swimming pool. At either end of the pool is a goal and the idea is to knock the puck into the goal of the opposing team. Simple.

There have been other hockey games, but to be honest, this has to be the best. You know you've got something good when you see the intro sequence, which was even good enough to make Iron Mike Pattenden stop and stare. An excited crowd jump around in their seats. Why, you can't see. Then you see it. A large hockey player (aren't they all!) runs on screen from the right side and then whacks the puck, straight at the screen. The screen explodes and you are left looking into the inside of your monitor. Great!



Simply the best hockey sim.

The game itself easily comes up to standard, with a wealth of options to boot. Name and select your team members, choose colours, select lengths of matches, team skills and even whether you want to play or just coach, telling the team which strategies to use.

The game is viewed as a horizontal scroller set over two screens — much like *Speedball*. The scrolling is always centred over the puck, but the interesting thing is that you only control one player. Not one player at a time, but one player overall. Interesting, but when you realise that there are normally only ten players in the game at any one time, it's not a bad idea at all. It sure makes the game a little easier to follow.

Controls are simple enough. Left, right, up and down move you in the relevant directions, but response is slow. Not because of any bad programming you must realise, but because you are, after all, skating on ice. You can't expect to perform 90 degree turns while racing on ice, can you?

Another nice point in the game is the way the other players react. Follow a player, and he'll try to shake you off. Start hitting a player, and he may fall down. If he falls, a fight might ensure, and the fights are violent. They normally end with a team against a team. Loads of violence and bruises.

The game plays well, though the slow rections can be a little frustrating. That said, it does have a very original feel to it. The system of only controlling one player, along with the relatively realistic reactions of the other players makes you feel that you are playing a game with other people.

An excellent game. Hockey fans should slide down the softshop even if they've never heard of Wayne Gretzky.

Tony Dillon

Mindscape
Price: £24.99

SOUND	**83%**
GRAPHICS	**79%**
PLAYABILITY	**83%**
LASTABILITY	**80%**

81%

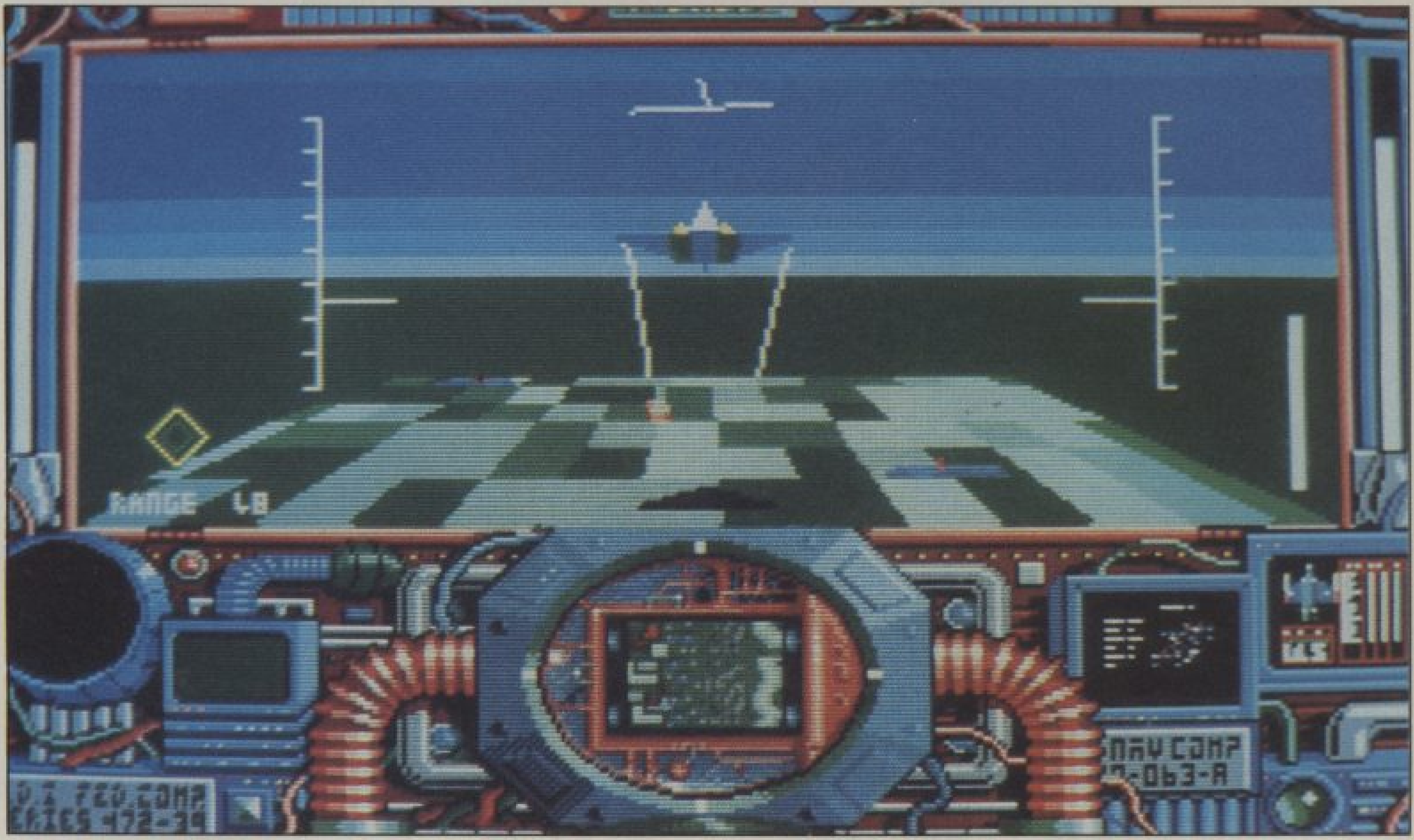


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FOF

A long title with a game to match. Gremlin's *Federation of Free Traders* is best summed up as the logical progression from *Elite*.

It boasts enhanced graphics and increased features, but was heavily criticised in its original ST format. Several widely publicised faults were revealed. First off there were problems with the save



Flying low and, below, into hyperspace.

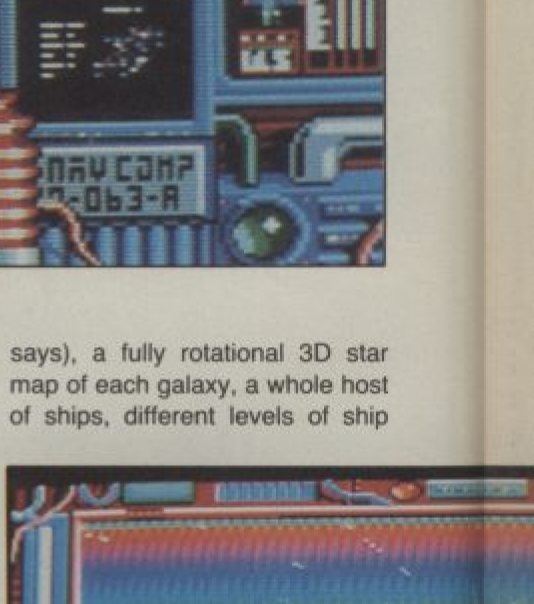
game option, or lack of one, and the length of time it took to travel between space stations was phenomenal. Still Gremlin and FOFT's programmers went back to their drawing boards, produced the Mister Sheen and orange cloths and cleaned up their act.

The aims in *FOFT* are simple ones: kill, trade and make a bucketfull of money. As in *Elite* your ship is equipped with the very basics — water pistol lasers and Fiat Uno engines — and upgrading them costs mucho cash. Raising funds couldn't really be easier — just log-on to the main galactic network computer and check out what's on offer. This system plays a big part in the game. Through it you can leave and receive messages, trade, and buy better equipment for your ship. There is even a programming language so if you get bored with the game you can mind numb yourself even further by making swear words scroll up and down the screen.

FOFT scores over *Elite* with the inclusion of terrestrial flight, whereby you fly low over the surface of some poor unsuspecting planet, blow the hell out of the landscape and trade with what's left. Admittedly I tended to plough my ship into the ground rather than wreck any real havock to the wildlife, but it's worth trying, as the planet side section plays like a limited version of *Virus*.

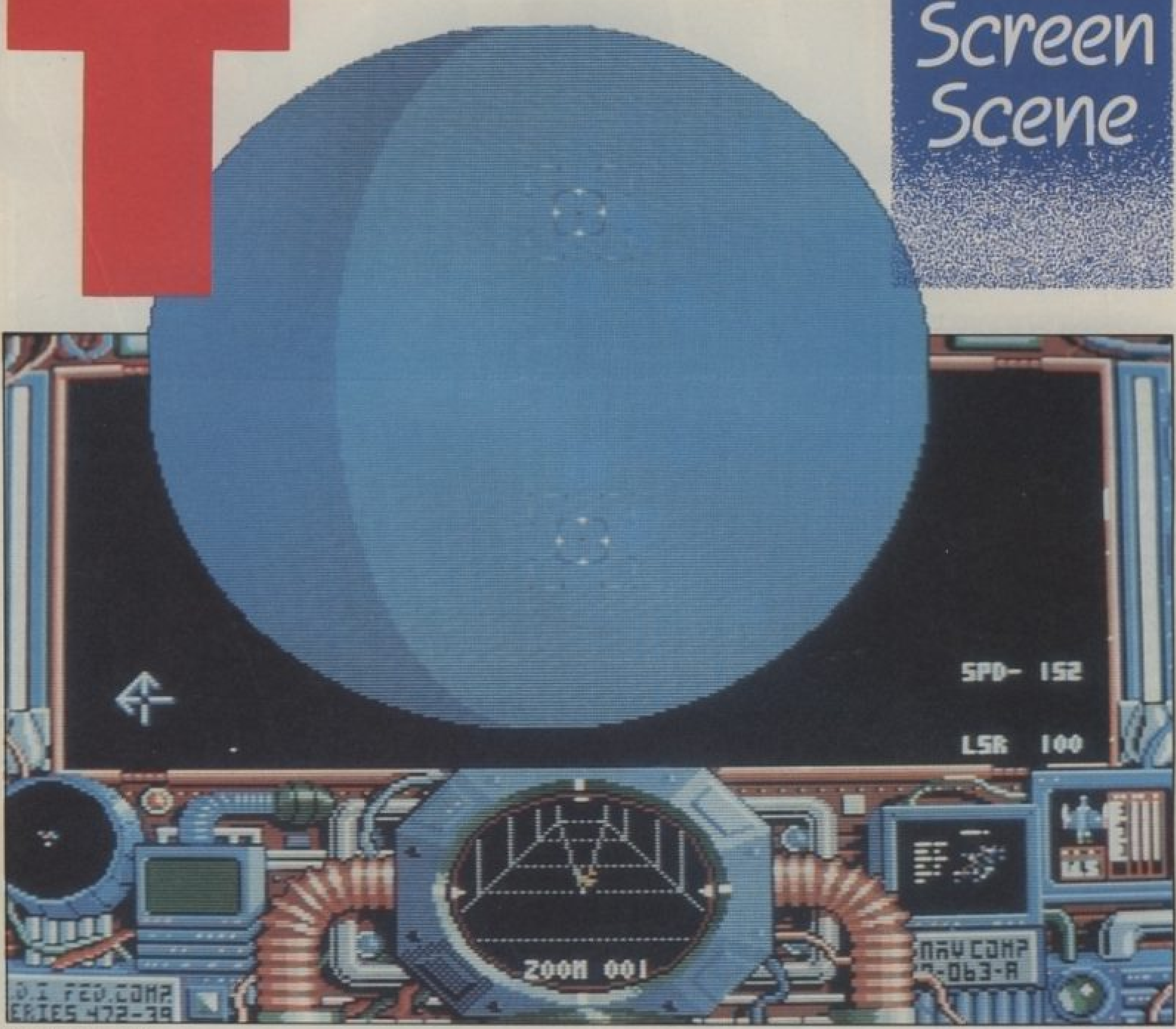
There are still problems. I cannot abide the control system for the ship. The inertial effects used to slow down any pitch or yaw of the craft take too long to slow the ship down, and if you try slowing down by moving in the opposite direction it takes more than precise timing to stop the ship flipping out that way too.

Additional features do include a blackmarket, twenty assorted classical medleys to hum along to including Vivaldi, Handel and er, Ben Dalglish (well that's what it says), a fully rotational 3D star map of each galaxy, a whole host of ships, different levels of ship



Gremlin
Price: £29.99

FT



Settling into orbit.

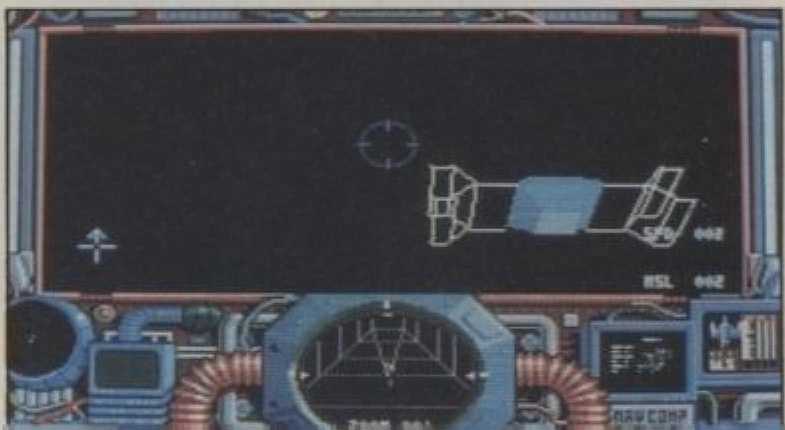
equipment and 'lock on' missiles.

The graphics comprise of filled vector ships, planets and information screens, from what I have seen of the ships they animate rather nicely, though it's almost impossible to keep them on screen long enough to blast, let alone admire, but still what there is, no matter how fast, is nice. The sound can't be faulted either, the classical extracts add atmosphere, even if the idea owes a lot to the Blue Danube docking sequence in "2001".



This is a style of game that I enjoy playing a lot, but I still found FOFT difficult to get into. It is, undeniably, very deep and complex, and requires a lot of time and practice before the game starts to win you over. A lasting game that's worthwhile to those who enjoyed *Elite* — but don't expect a classic piece of software.

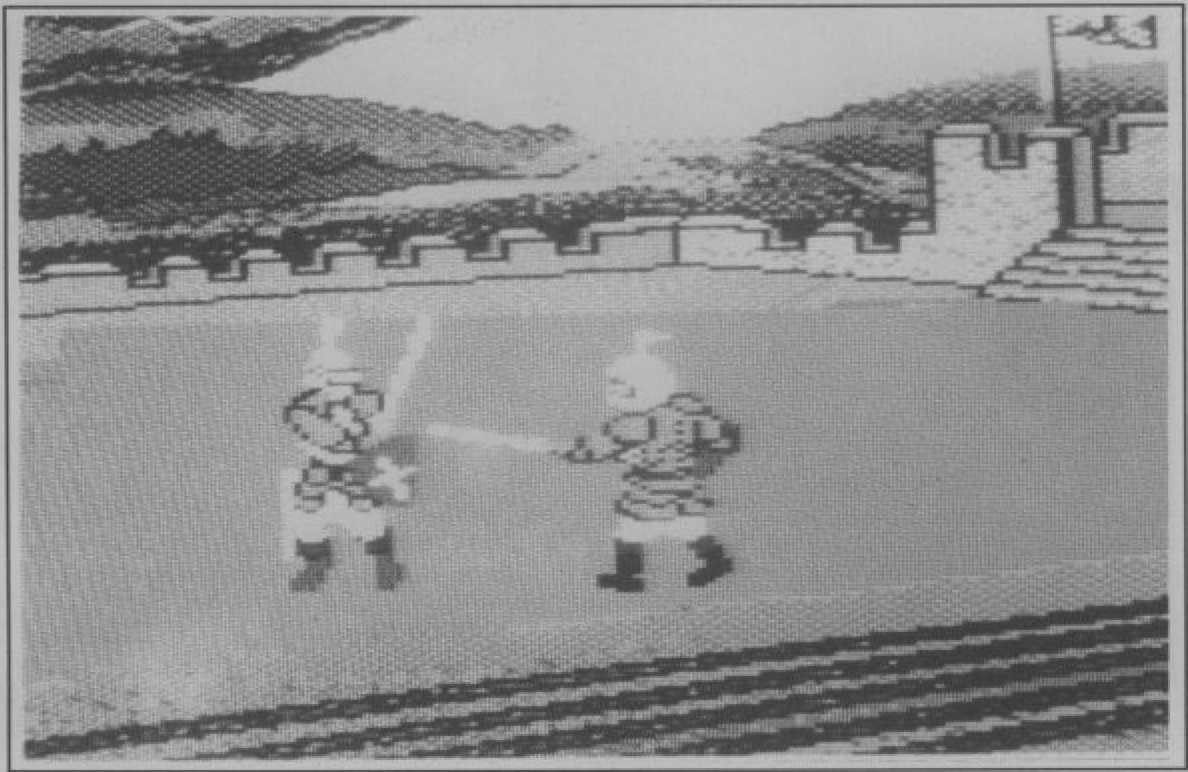
Mark Patterson



SOUND	85%
GRAPHICS	86%
PLAYABILITY	69%
LASTABILITY	87%

76%

CHEAPO ROUND-U



Knight Games

KNIGHT GAMES

Ricochet

A re-release of the old English Software game that made CU's front cover way back and rightly so. Seven knightly activities, most of which involved clubbing opponents around the cranial and torsoid regions with lumps of variously shaped iron made this package entertaining stuff to play.

Good clanking sounds and varied, pretty graphics make it a worthy addition to any courtly software collection.
(75%)

DALEY THOMPSON'S DECATHLON

Hit Squad

What you got for the Daley endorsement in this age old release was a pretty competent version of the old *Track and Field* coin-op in the days when you could get away with that kind of cloning.

Six arm-breaking, wrist-busting, joystick-waggling events inlcuding sprinting, high jump and long jump should remind you what sports sims used to be like quick enough. Still fun for armchair fitness freaks.
(74%)

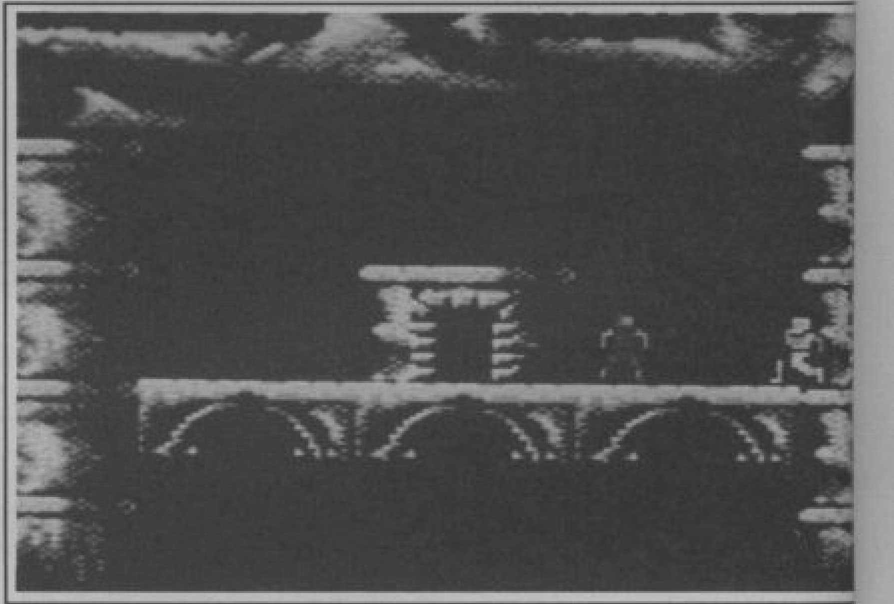
NINJA COMMANDO

Zeppelin

It's charitable to suggest the miniscule figure in this game could be a ninja. He could be a bit of blue tack with limbs, for all the difference it makes.

This horizontal scroller has about as much taste of the Orient as a pot noodle. Considering you're supposed to be this deadly assassin, how come you have to jump on the nasties to kill them. Death by squashing? Whatever happened to a swift kick to the temple or a fist in the solar plexus?

Colourful backdrops, colourless game.
(51%)



Ninja Commando



Enduro Racer

ENDURO RACER

Hit Squad

Activision's conversion of the coin-op was disappointing to say the least, but the original was never in the same league as the likes of *Hang On* and *Super Hang On*.

The basic idea is to ride around on your scramble bike completing the courses, jumping obstacles and avoiding hazards. *Buggy Boy* on two wheels really. Give it a miss.

(55%)

ENCOUNTER

Novagen

Mercenary programmer Paul Woakes' first game for Novagen and fans of the Amiga game *Battlezone*, released early last year may see the similarity. In fact it's pretty limited stuff as you defend yourself from a fixed position as alien vessels close in.

There's eight levels, but don't expect too much variety.

(51%)

ARCARDE FLIGHT SIMULATOR

Codemasters

That's more like it! You know where you stand with Codemasters games if they have the word 'simulator'. *Simulator Simulator! Budget Game Simulator!*

This is an airborne shoot 'em up with three levels: First World War, Second and er, Third. Sadly though it's a bitch to play with difficult steering and an altitude element which means your plane has to be the right height before it can shoot down anything. It didn't do much for us.

(63%)

JACK THE NIPPER

Kixx

Could've sworn this had been released before, but if it hasn't then it damn well should have been. Gremlin's archetypal arcade adventure concerns the naughty activities of Jack, a wee scamp bent on causing mischief.

Well worth having if this is your kind of thing.

(72%)

RAMBO

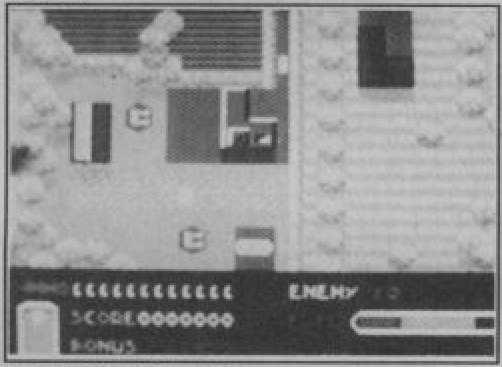
Hit Squad

Ocean's new budget range starts with a bang. *Rambo* was a Christmas number one a few years back and one of the first games programmed by Dave Collier there.

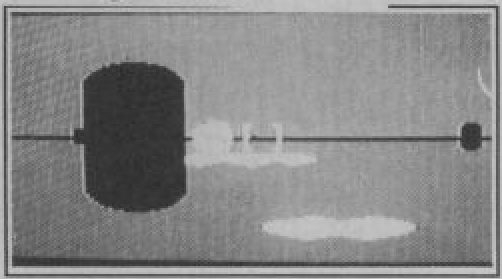
It's an arcade adventure with the emphasis on the arcade as you run amok with Sly swopping your peashooter for some heavy armoury, freeing some prisoners and locating the helicopter to make good your escape. And don't forget that cheat whereby you plug another joystick in the other port to make the chopper fly faster. Whoops! What a giveaway!

Re-release of the month we reckon.

(83%)



Arcade Flight Simulator



Encounter



UP

Jack The Nipper



CU UPDATE



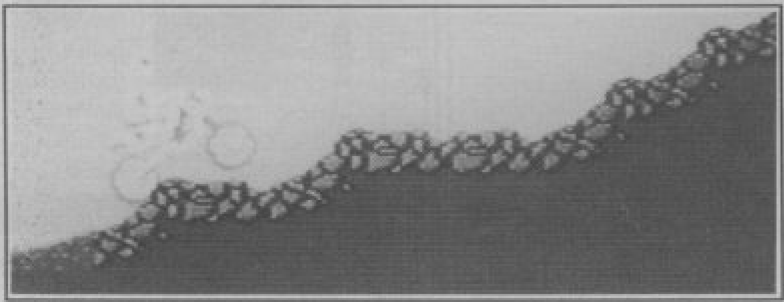
S.T.A.G.

EAS Software
AMIGA

"This isn't to being any good yes?". The German to English translation in the manual is awful. Funny ha ha high level translation for all the family. Being serious, S.T.A.G. is a very poor "conversion" of the all-time classic *Elite*, only it's lacking something. It has all the trading facilities; you can buy and sell objects, equip and better your ship. There are galactic and intergalactic maps, so that you can plot your course through the universe. There's even the facility to leave the space station, so what exactly is missing?

I remember now, the flight simulation. That's it. No longer can you zip around space, shooting up all and sundry. Now what you have to do is fly along a series of boxes. Fly outside the 'tunnel' of boxes and you destroy your ship. Very dull.

52%



THE DUEL — TEST DRIVE 2

Accolade
64

As you might remember, the Amiga version of this wasn't all that much of an improvement over the original *Test Drive*. Sadly to say, even with all the lovely enhancements, this isn't all that much better than the original 64 version either. In fact it's worse. You see, by enhancing the scenery and adding all these lovely things to the game, such as trees and signs with sweet little messages on them like 'Welcome To California' all marked out in nice vectors, the game has slowed down quite a bit.

The update on the road is terrible, as is the update on all the sprites. There are times when you die because you've overtaken a car by what seems like yards, but for some reason the computer hasn't allowed it. Once again the infamous cracked lines fill the screen. They might have improved the death effect.

A series of optional scenery and car disks will soon be available, but you probably won't need them.

39%



SUPER SCRAMBLE SIMULATOR

Gremlin
64

Now, haven't we seen this before, in the shape of a novel little budget game called *Kickstart*? No we haven't, we've just seen something similar, but a lot more basic. *Super Scramble Simulator* (try saying that after a bottle of Jack Daniels) allows you to ride a scrambler (a specially-adapted bike that allows you to ride on offroad terrain) over a variety of coarses. Obstacles you encounter include Volkswagon Beetles, logs, hills and walls that have to be driven around.

This all seems like jolly good fun until you realise just how precise you have to be. You have to be in the right gear for the right obstacles, be at the right speed, have the right wheel in the right position and to top it all you're up against a really tight time limit. I enjoyed *SSS* on certain other formats, but the 64 version lacks a certain pzazz. It plays well, but not quite well enough, some of the controls are sticky. Basically it's just not as good as it might have been. That said, the Amiga version looks hot. Look out for a review soon!

63%

SPHERICAL

Rainbow Arts
AMIGA

One swift glance at Rainbow Arts' latest release will tell you that this is a somewhat belated 16 bit clone of the old 64 game from US Gold, *Solomon's Key*.

The game is played across a series of screens, each individual levels in which a little wizard has to move around collecting jewels and directing a magic orb into a stone to complete the screen.

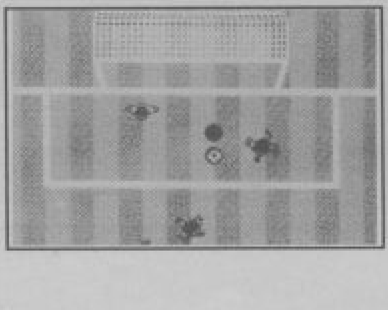
Despite being small the graphics are quite neat and colourful and the game is certainly playable in a throwaway kind of sense.

60%

MICROPROSE SOCCER

Microprose
AMIGA

Where its 8 bit counterpart is super league *Microprose Soccer* simply fails to make the first division — simply because it's not as good.



First impressions are promising with a couple of nice blue digitised stills on the options screen, but once the game is loaded you rapidly realise that the conversion is less than inspired. The major problem is that it's too slow and lacks the playability of *Kick Off*. You're not going to get excited about this, just steamed up by its limitations.

Graphically there is little difference which is alright, but sound is disappointing. Second best may sound like a good performance, but not in a two horse race.

60%

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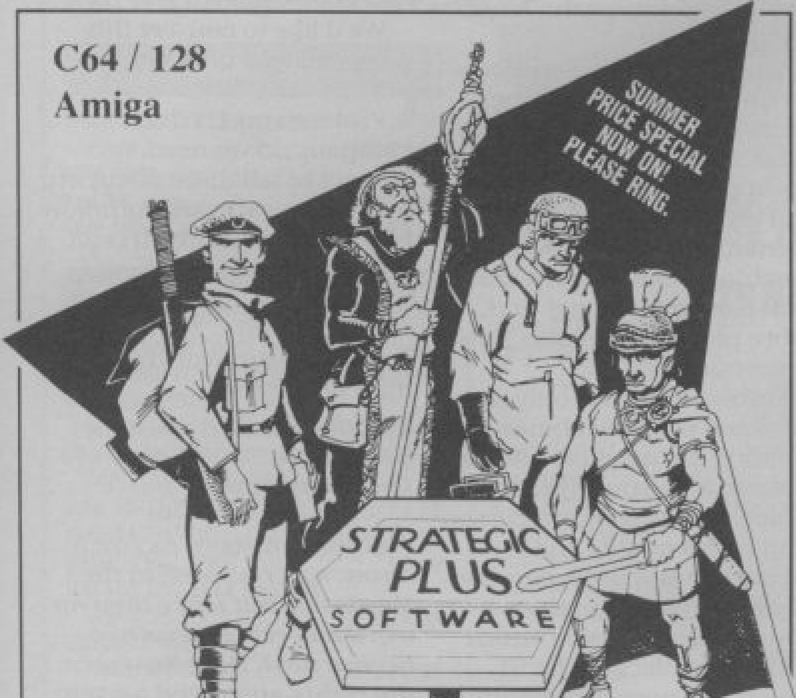
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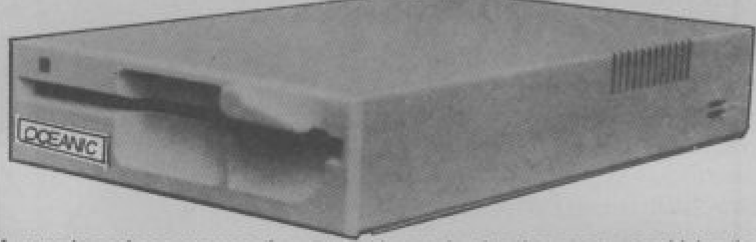
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CU LETTERS

Engine driver

I am fed up with a PC Engine owner at school who boasts *R-Type* is miles better on his system than it is on my Amiga. And indeed Level 1's monster doesn't look as good as the PC Engine's version. Is his machine better? Or did Activision not copy *R-Type* properly?

He also (the Engine owner) goes on to say, "My machine beats your scrap heap hands down, I've got CD Rom!"

Leigh, Lancs.

P.S. Are Commodore going to make a console which has millions of colours?

Sounds like your mate is a real pain. The PC Engine is a game console right? That's all it can do — it can't handle music software, Midi, art packages, word-processors, DTP, etc. So that makes it a bit limited in that respect. It can't run adventures or games like* Elite, FOFT *or* Gunship. *Where it does succeed is in its arcade capabilities, because despite being only 8-bit, it has a customised video chip and allows more, bigger, hardware sprites. That's why* R-Type *is better on the Engine, as are games like* Vigilante *and* World Court Tennis *which is probably the best sports sim ever. So tell your mate to stick his joystick pad and CD Rom disks where it hurts.

Rumour has it Commodore are researching a console based on the Amiga.

Rude!

I'm the proud owner of a 64 and an Amiga, and I've been a CU reader for a long time. Now it's not that it really bothers me, but I've noticed that Jamie Hewlett's artwork seems to be getting rather lewd. It began with June '88's "Groovy Arcade Stories" (have you seen what's written on the side of the arcade-cop's gun?). His drawing of a . . . well, I'm sure you can guess what it is . . . in this April's issue (above the words, "I see Hyena") is further evidence of perversity. I couldn't care what he does, but other readers may be offended.

Paul Hayman,
Dinas Powis,
S. Glamorgan.

Well, let's face it Jamie is a bit rude isn't he? Our advice, if you're a bit sensitive is to buy the Beano.

Port anyone?

The latest trend by software houses seems to be porting copies of ST games to the Amiga without utilising one iota of the Amiga's capabilities.

Firstly, readers should know that they can easily spot an ST dump on the Amiga by noting the following blunders; mosaic fill patterns and washed out colours for the game screen — the ST has a limited colour palette which means the programmer can't afford to have blending, shading, smoothing, smearing or tinting of any colours. To emulate shading they have to resort to mosaic fill patterns completely wasting the 64 half-bright true colour shading potential of the Amiga. Have a look at the third stage of *Menace* which uses 64 half-bright and the similar screen on the second stage of *R-Type* which uses the ST's 16 colours.

The ST has no hardware sprite, scrolling or blitter capabilities. Even the C64 has hardware sprites. The ST cannot handle smooth scrolling and game players have to be content with flick-screen scrolling as seen on *Bionic Commandos, Alien Syndrome* and *Flying Shark*. Compare these games to *Hybris* which uses the Amiga scroll.

Since exotic special effects on the ST would bring the processor to a grinding halt, programmers have to design unimaginative, constrained and unexciting games bearing in mind the limitations of the machine. Which is why some 8-bit games are better and more playable than the 16-bit conversion.

Software Houses only see the mass of ST machines flooding the market without looking at the purchaser. A typical Amiga user is a person who wants quality and excellence and is prepared to pay for it (which is why we bought the expensive Amiga in the first place!). The ST buyers are normally skin-flint scrooges who bought the machine because it's selling for a two-pence and will probably stint on buying software because they can't afford it.

I, and a number of Amiga users are not prepared to buy any more games that do not use the capabilities of the Amiga or have the slightest hint of the ST game's "look and feel" and I call on other Amiga users to do the same. I will use my money for the likes of *Aquaventura, Blood Money,* where the software house has a more sincere commitment to the Commodore market.

Marc Johnston.

Some fair points. No-one likes ST port overs, and frequently that's all Amiga games are, but the software houses know there are more Atari owners out there at the moment than Commodore and they maintain that it's easier to port up than down. Your contempt for ST owners because of their spending limitations however implies a snottiness that is misplaced. Don't sneer at people who can't afford the difference — you're like a Mercedes driver who thinks he owns the road.

Fantastic idea

A while ago, me and a friend had an idea for a game, worktitle: *Hyamoto*. But a few weeks ago, when we went to the local arcade we saw a game with the same idea!! *Fighting Fantasy*!!

We'd like to convert this game, instead of *Hyamoto*. But . . .

Problem no 1: Which company do we need to contact to tell them about our plans. The software company having all the rights to Data East, or Data East themselves?

Problem no 2: Is there already a team working on this conversion?

Anthony Donker,
Den Bosch,
The Netherlands.

Fighting Fantasy, *as you'll know, was reviewed in the May issue, but since then no word has reached us of a licence deal. Data East own the rights and you'd need to pay them a dyke full of guilders to do it. Perhaps it's best to produce a demo and mail it to a few companies, then if they like it they'll produce a clone, or, more likely, give you another project.

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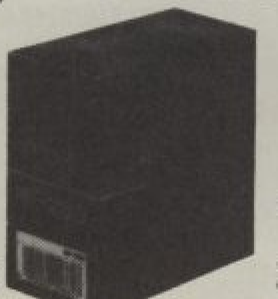
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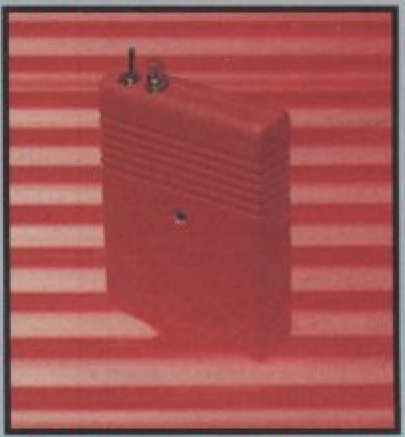
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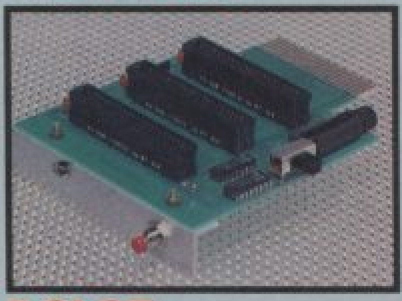
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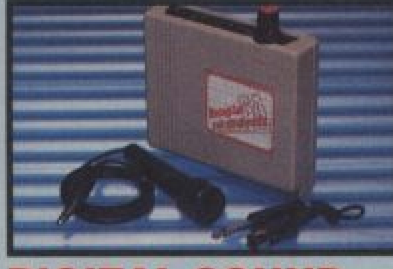


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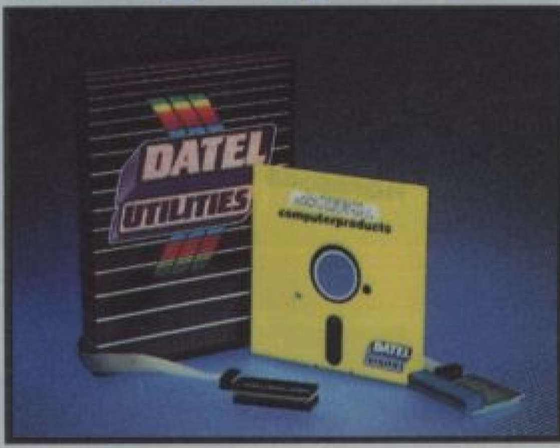
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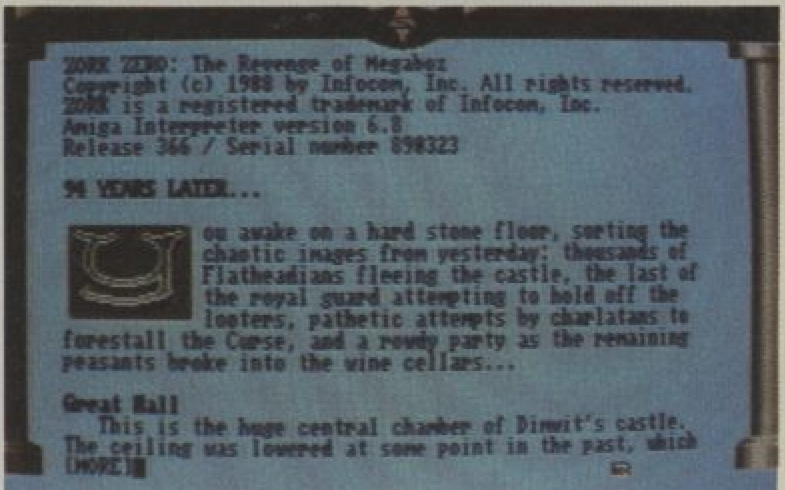
INTO THE VALLEY



Wicked Flatheadian construction.

ZORK ZERO





Who's who of nefarious foes.

Activision/ Infocom Amiga Price: £24.99

Adventure characters don't come more legendary, stupid, or dead than Lord Dimwit Fathead The Excessive. The latest in the line of *Zork* adventures, *Zork Zero*, opens with his execution — for building a statue of himself of proportions so gigantic that its big toe overshadows the favourite forest of the all-powerful and well-narked Wizard Megaboz.

Not only that but the malicious wiz has cast a demonic curse to obliterate the Eastlands. The onset of the curse has been delayed for some time — ninety-six years to be precise — but that time has elapsed and now, at the eleventh hour, you come into possession of the wiz's secret parchment which sets you off on the quest — and a chance to reverse the spell.

Zork Zero has puzzles aplenty, and they come in three distinct types: traditional adventure puzzles, riddles of pure logic and mini IQ-style tests. So, respectively, you could find yourself asking what use is a live lobster, what do you say for a last request, and how do you remove the last stone from a pile.

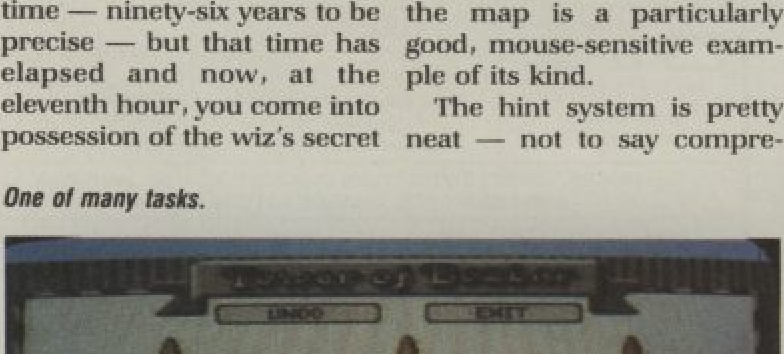
For the first time in an Infocom game the graphics play a part in the adventure itself. The screen is bordered by arches of different design, depending on whether your current location is indoors, outdoors, or underground. Full screen graphics are displayed as a result of a READ or EXAMINE command, and the map is a particularly good, mouse-sensitive example of its kind.

The hint system is pretty neat — not to say comprehensive — and surprise, surprise, can be accessed by typing in HINT. But a game for the impatient this is not: there may be as many as fourteen levels of hint for the same problem, starting with the least helpful, and revealed one at a time on request.

Zork Zero is a superb adventure, packed with problems of varying difficulty. It's very funny. Check out the fickle-natured jester to see what I mean. Here's one character who's sweet as pie one minute, the next he'll try to smother you to death with a huge red nose! Don't forget to read the Flathead calander. It's pretty wry stuff, and jam-packed with clues.

Written by Steve Meretzky, author of *Planetfall, Stationfall, Sorceror, Hitch Hiker's Guide*, and the high-selling smutware game, *Leather Goddesses, Zork Zero* is an essential addition to the collection of any serious adventure player, and equally recommended as a first time adventure to those who wonder what all the fuss is about.

One of many tasks.

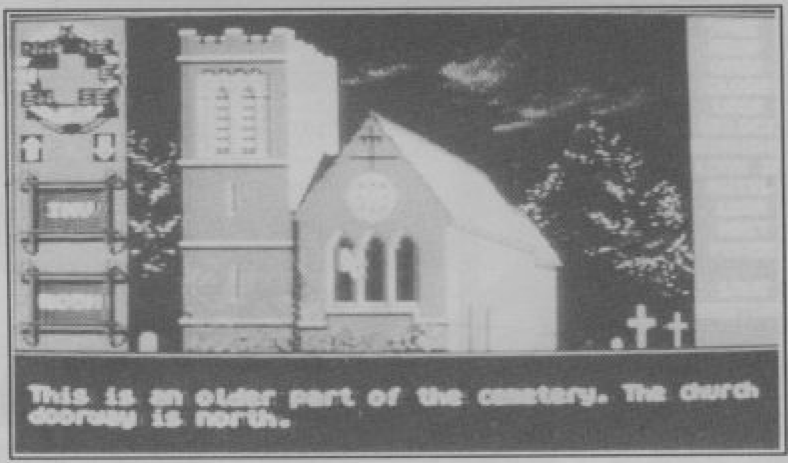


GRAPHICS: 80%
PUZZLEABILITY: 93%
PLAYABILITY: 88%

90%

INTO THE VALLEY





There's nasties in this church's nave.



Hammer-style game.

PERSONAL NIGHTMARE

Tynesoft/ Horror Soft
Amiga
Price: £24.99

Here is the first in a series of horror adventures from Horror Soft.

In *Personal Nightmare*, your father is an oddball vicar, and a letter from your mother prompts you to visit them. Just before you are about to leave, you receive a disturbing letter which states that you have to stay at the Dog and Duck and that your mother is away visiting her sick sister.

It turns out that the Devil has taken over the lives of some of the villagers, and horrific crimes are taking place there. Your object is to shop the guilty ones to the local bobby, and rescue people before they are ritually sacrificed.

The game can be played from the keyboard or mouse. To the left of the screen are direction icons, and to the right, verb icons. Instead of actually typing commands, a verb can be selected with the left hand mouse button, and it will appear in the input area below the text window. An object can then be selected by clicking on the appropriate part of the picture, and the whole command is then entered by clicking the right hand mouse button. But whole sentences such as PUT BRIEFCASE IN WARDROBE will be accepted by the parser.

Movement is by mouse, or, again, by keyboard text. Two other icons remain: INV and ROOMS. INV replaces the graphics screen with an 'icon list' of objects carried. ROOM similarly displays all takeable objects in a given location. They can be taken by dragging into the INV icon.

SAVE and RESTORE are two very necessary options, and because you're likely to die a horrible death at any time, SAVE should be used regularly! But when you do save a position, make sure you note it down, for there is no way of listing these within the game.

The animated storyline is consistent from location to location. But whilst the animation of the characters in the story is very lifelike, intellectually they are wooden. The text messages, too, tend to be flat and uninspired, despite there being a reputed 90k text in the game before compression. Granted, 'though, that it'll be the graphics output on which the player's attention will mainly be focussed.

Horror Soft has developed a major new adventure system for 16-bit machines; it's a bit like Sierra's, a bit like Mindscape's, but it has an identity all of its own.

Finally, be warned! This gory game is NOT for children. It contains some fairly blood-curdling scenes, especially at the end. Or so I am told, for this is a big game, with some very complex problems, and I haven't cracked them all yet!

● Note: If you are an early purchaser of this game, the accompanying map in the first 4000 copies, has the south side of the street shown 'handed' — ie left and right reversed, and does not relate logically to the north side, nor to compass directions, when playing the game.



GRAPHICS: 73%
PUZZLEABILITY: 76%
PLAYABILITY: 77%

74%

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INTO THE VALLEY

It's nice to see a number of golden oldies back in favour this month, for your letters prove that the 64, and cassette adventures, are far from dead yet. Steven Lyon of Liverpool has been stuck outside the entrance to the Guardian's Lair in Rod Pike's first adventure, *Pilgrim*, and he's also been having fun with *Kayleth* and *Snowball*. Eric Lewthwaite has been stuck in *Robin of Sherwood* trying to return to Nottingham. Well, the answer is so simple, it's probably the last thing you are likely to think of! When you get to the place where you can see Nottingham in the distance, simply type GO NOTTINGHAM.

Rebel Planet, another 64 oldie, has Jorden van der Elst unable to get going! When he opens the outer hatch, what should he do to avoid getting thrown into jail? Does the laser fit together with the alloy strip? Can he use the computer? Meanwhile, over in Lurgan, Paul Leathern has been trying to lift a manhole cover in the same game. If you're stuck with this problem too, look in the clues section.

Dave Enright of Manchester has been dying of cold outside a cave in *Frankenstein*. The answer you need appears in the clues, too, and next time you write, do send your full address, so I can get back to you more quickly!

Now it's time for the *FaeryTale Adventure* which isn't, (it's an RPG) and Geraint Jones is asking how to enter the hidden cave in the hillside to the right of Tambry. He's also seeking guidance in the pixel grove, and can't find the city of Azal in the burning waste.

Roger Jacobsson, from Hiddinge in Sweden, wants to stop a man with a gun from shooting a lady he thinks is Angela Maybank. How, where, and when? Umm, and come tc that, what game?

What would you do if you stumbled across a suicide? Graham Pursey, of Staines, is playing Infocom's *Deadline*, and has a body on his hands! In another adventure, *Temple Of Terror*, he would also like to know which objects to buy from the salesman, and how to deal with the creature in the water.

"A few issues back, in the adventure clues, we were told how to get the amulet of fire in *Shard Of Inovar*. Well, I've tried, and I'm still getting my fingers burned. Is it me? Or is it you? Now, can anyone tell me what the idiot Cabriol wants, and how do I descend the plateau?" asks Jim Lambert Jnr., of Sheffield. It's probably me, Jim! My advice is only as good as the clues and solutions I have on record. And often, a clue can be quite correct, assuming other things have been done first. And those other things are not always logically connected to the deed in question! On the other hand, perhaps it is you . . . ?

Why couldn't S. Palmer find a way past the Troll's cavern in *Legend Of The Sword*, as reported in May? Can't be done, SP old chap, that's why! Gerard Smeier from Dordrecht wrote with a very simple answer — there is no way or secret passage beyond this cavern! What he should do, says Gerard, is to examine the statue and read the message, which will be useful later on in the game. And Gerard also has words for David Noble, who was in a state about Kronos's platform in *The Pawn*. You don't need it to finish the game, but you can use it if you want, providing you lighten your load. "In my opinion, the prism is a red herring. I've never found a way to use it, but was still able to finish the adventure," he adds.

"Help! I'm in a bit of bother here with *Times Of Lore!*" writes Mohd Hafiz. "Here" in Mohd's case is West Malaysia, and the spot of bother lies in a couple of tasks he has been unable to complete. How on earth is he to use the chime to stop the Grey Abbot? And where are the north mountains, near which the dragon is reputed to live? Beats me too, Mohd, but watch this column! Some kind reader is bound to send the answer, (and probably a whole load of extra questions!) to me at: Valley Rescue, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ADVENTURE CLUES

Thanks for your help, to: Phillip Thomas, Frankston, Australia; Joan Cornish, Reading; Graham Pursey, Staines; and Stefaan Hurts, Hoevenen, Belgium.

LABYRINTH:

To open the door in the Goblin's Castle: When Firey asks for a rock video, make Ludo call the rocks and film them with the camcorder. Give Firey the camcorder when you next see him. Ask him three times, and take everything he gives you. At the castle use the arm to pull the bellpull ring, and the doors will open . . . .

ZORK III:

To reach the dungeon entrance, drop the timber to break the beam. Press the button to open mirror panel. In the box, push red until compass points north. Lower the short pole and push mahogany until it reaches the end of the channel. Lift the short pole and push yellow until the compass points south. Then lower the short pole and push pine.

ULTIMA V:

Search the tree in the north west corner of Minoc.

KAYLETH:

Blast the bricked up exit as a killer android, and then become human to pass the webs.

FRANKENSTEIN:

Light kindling, and stone the wolf after a spot of digging!

REBEL PLANET:

Use the deltractor to lift the cover — but make sure you get the right one!

BARD'S TALE II

The Dreamspell's on the first level of Destiny Stone, under the rock in Colosse.

INTO THE VALLEY





Visually, this game is faithful to the era.



Hacks at work in the Yankee street of shame.

GOLD RUSH

Activision/
Sierra On-Line
Amiga
Price: £24.99

Gold Rush is software's equivalent to television's faction, which means that an assortment of fictional characters are used to illustrate what is more or less an historical truth.

Sierra's latest game is based in the California of the mid nineteenth century, when the route to the gold mines meant a mule-bound trek across parched and hostile territory.

New York journalist Jerrod Wilson — that's you — heads West to join the gold rush and his fugative brother who's the victim of a frame up.

The graphics of this 3D animated adventure seem fairly faithfully to represent the times. The streets are filled with moving buggies and wagons, and the pedestrians are all in the costume of the period. There's a lot of incidental animation, but only at a cost. The buggies which ply the streets so relentlessly cause the people to slow — including Jerrod.

The journey is partly shown in animated map form with text commentary, partly in "normal" adventure mode. That is to say, when there's a problem the pictures return.

Having previously played the ST version of this game, I was disappointed at the overall standard of the graphics on the Amiga version. They have a harsher colour rendering, making features less distinguishable. On the ST, the roads are a pleasant pink whereas they show as vivid red on the Amiga. The sky changes, too, from light blue to royal blue. Whilst the same degree of detail is there, the use of some edging colours, together with the backgrounds, gives the impression of lower definition and more jagged outlines.

As usual with Sierra games, text commands are often difficult, and the parser shows inconsistencies. As an example, typing GET ACCOUNT when discovering a bank statement puts the statement in your inventory, whereas READ ACCOUNT gives a WHAT DO YOU MEAN?. READ STATEMENT is required in this case.

But these difficulties are well worth putting up with, for here is a game is educational as well as entertaining. The eighty-eight page paperback which accompanies the game is on informative read and a lovely little extra. Thar's gold in that thar softshop.

GRAPHICS: 66%
PUZZLEABILITY: 62%
PLAYABILITY: 69%

68%

PENETRATE DOMINATE CONQUER






N·A·T·O·R


C+VG
HIT!



What do you expect from MTV? Jason, Kylie and more Jason and Kylie. Wrong. How about thirty second 'blipverts' that are at the forefront of design and computer animation. Mark Heley tunes in his satellite dish . . .



Animation with a sting



Think of MTV and an image comes to mind. Round the clock chart videos spliced together to form a brain numbing wall of bronzed body fascists, syrupy pop and bland rock. MTV Europe, the new satellite channel isn't immune from the excesses of its parent, but it takes the same proven formula and adds some interesting elements of its own.

MTV Europe is transmitted from studios in London's Camden, but less than one percent of its audience is in this country. A few people have it piped through cable or receive it from the Astra satellite, which also carries Sky, but across the continent the station is picked up by thousands of homes. What makes MTV interesting is not the endless videos, but the bits in-between. Ever since the American station started, it has been breaking up pop trailers with thirty second spots called "stings". What started off as adverts for the station have now developed into an artform, all of their own. Combining state-of-the-art computer animation, special effects and puppetry.

"People are sitting through the Kylie video one more time so they can catch the next sting. We have around forty circulting at any one time and add two or three new ones every week, so they have become a major source of entertainment in their own right." John Stein, the man behind the operation told us.

Some of the newer ones have nothing at all to do with promoting MTV and are self contained thirty second programmes. The team which produced the stark Brute! comics are the latest people to be commissioned. Their piece, which can only be shown after midnight, features an ultraviolent skinhead on the rampage. It's a disturbing piece of film and not the sort of thing you'd expect from a station more closely associated with Debbie Gibson and Dire Straits.

"In the future I want to be proud of what we're doing here," added Stein. When people say to me, 'You had the eyes and ears of young Europe, what did you do with it?' I want to say I achieved something positive. MTV was in danger of becoming seen as the bimbo channel. Music TV is a superficial medium, so we have to do things in a superficial way, but at least we can make it stimulating."

Most of the stings are more light-hearted than the Brute! animations, but just as inventive. Snapper films and Stakker productions, (both featured in recent CU features) got their breaks on MTV Europe and new talent is constantly being broken. Chris Howe, a twenty-year-old animator, with no previous experience was recently given his chance by doing the credits for the pilot of a new programme called Buzz. The half-hour slot featured young people from around the world talking frankly about matters like sex. This was spliced with

"What started off as adverts have now developed into an artform, all of their own."







interviews with stars like George Michael and dosed liberally with cut ups and animations. When it was shown in America, it got a bigger response than any MTV programme previously shown.

MTV's next project is a series of stings on environmental issues. Twenty of the most innovative and radical directors will be given a free hand to cover issues from nuclear dumping to the greenhouse effect. The potential of the films to make a strong impression on millions of young people is enormous and the project is a daring one for a music video channel.

After eight weeks of being played on MTV, the films will be given to any station that wants them, so you may well get a chance to see some of the most exciting animations and videos around. It's not quite worth getting a satellite dish to get MTV, at least not yet. But if you want to see the future of television, this is the place to look.

As John Stein put it: "All I aim to do is to produce a few moments of non-fascist TV. If it makes one viewer stop and think it's worked."

HELPLINE

RESPONSES

The Helpline's mailbag is getting bigger and bigger. So keep sending those letters!

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

BARD'S TALE III

In answer to Lars Erik Hobber ***(ref E3)****, I have sent you the complete solution to Arboria in* Bard's Tale III.

To get to *Arboria*, teleport from the *Hidden Grove* in the *Wilderness*, using "ARBO" to go and "ENIK" to return. Remember that *Hawkslayer* is a friend and that *Worn Ground* is 4 North and 4 East of the *City Gates* (nb. teleport from the *Worn Ground* to get back to the *Wilderness*).

The *Fisherman's Hut* is 4 North and 6 West of the *City Gates. The Lake* is next to the *Hut.*

You'll find *Valarian's Tower* at 3 South and 6 West of the *City Gates*, and the gruesome *Festering Pit* at 4 South then 3 East of the Gates.

Acorns is at 4 South then 2 West of the *City Gates. Arefolia Leaves* at 2 North, and 4 East of the *City Gates*. If you want to know how to reach the *King's Castle*, when in the *City* keep going South.

Don't bother with *Arefolia*, but go to the *Fisherman* and pay him *500* gold pieces to get "Gilles Gills". Do this for all spell casters.

At the *Lake* (Crystal Palace), Cast "Gill" so you can breathe, then Cast "APAR" and go 2 North, 12 West to get to the *Life Spring*. Collect some of the *Life Water* in *any* container and teleport back. Get an *acorn* off the tree and go to *Valarian's Tower.*

When you arrive at *Valarian's Tower* Cast "APAR" and go 1 East, 2 up then use "*Acorn*" and "*Life Water*". You can now enter *Valarian's Tomb*. Go up the stairs and make your way to the *Nightspear*, which is 2 North, 1 East of the stairs (you cannot teleport).

Get the *Nightspear* and cast "APAR". Go 2 South, 3 West, 3 Down.

Go to *Festering Pit* and to get to *Tslotha*, cast "APAR" and go 14 North and 14 East. Go down the stairs and cast "APAR" again. Go 8 West, move 1 West. When you've killed, get *Tslotha's head* and *heart*. To get back out, move 1 East. Cast "APAR" and go 8 East. Go up the stairs, cast "APAR" and go 14 South, 14 West. Take *Tslotha's head* to the *King*. Now go to the *Sacred Grove.*

The entrance to the *Chamber* is 5 South and 4 East of the entrance. Enter the *chamber* and use "Heart" and "Life Water". Go through the new door and find *Valarian's bow and arrows* in the south eastern corner of the maze. (9 South, 9 East of entrance).

Take the *bow and arrows* to the *Old Review Board* in the *Wilderness.*

Sean and Daz Nagle,
Radcliffe, Manchester.

Darren Nagle adds: "I completed Bard's Tale III when I owned a 64. Now, however, I have an Amiga and am having problems of my own with Garfield. *Could you please find part of a solution to get me started." If anyone can help Darren, please let the Helpline know. His reference is* ***F1***

POLICE QUEST

I am writing in response to Matthew Wood's question ***(E4)*** *on* Police Quest.

The object of the first part of the game is to prove yourself as a policeman so you get promoted. If you drive around for about five mintues you will eventually get a call from the Police Station telling you to go to the location of a crash. You should then drive quickly to the location keeping in contact with the Station. You have to check the body in the car (to see if he is dead) and then talk to the witnesses. Then use the radio to inform the station and they will send back-up. After that they will send you away to carry on with your duties.

The next encounter will be with a driver who goes through a red light (near the freeway). You will be informed of her and you have to give chase and overtake her. You then have to follow the correct police procedure. Do not succumb to her temptations! She is the police inspector's wife!

The rest of *Police Quest* mostly follows the same pattern — you are either told to go to a certain location over the radio or by the chief, or you spot a rogue driver and have to give chase.

A tip for more advanced players in a spot that I got stuck in for ages: in the hotel, to get rid of Sweet Cheeks Marie, when you are told to gamble, go up to your hotel room and order a taxi for her, so she can go home and you can get on with the game!

Robert Isaacs,
Wembley, Middlesex.

ALIENS

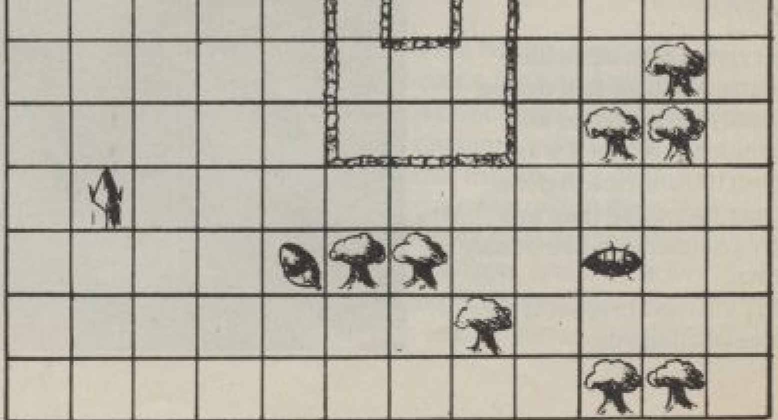
Following your recent enquiry (Commodore User June 1989) about 'Ricochets's budget release of Aliens ***(Reference E5)****, I hope this can help.*

First of all I would advise you not to try resetting your computer using a paper clip, as I tried this, and blew the fuse in my computer. In case you haven't already found it, there is a map on page 53 in Commodore User, issue dated April 1987.

The mission which you have to complete is as follows: 1)

ARBORIA KEY

- Tree
- City Walls
- Fisherman's Hut
- Lake
- Mad Gods Temple
- Pit
- Acorn
- Arefolia Leaves
- Worn Ground



PLAY TO WIN

Manoeuvre your team to the ARMOURY ROOM (Room Number 28) to replenish weapons. 2) Then move onto the control room and clear the room of all bio-mechanical growth. (Room Number 78). 3) Following this go to both the Generating Room (Room Number 174), and the Medial Research Block (Room Numbers 177-182), once again remove all bio-mechanical growth. This may delay a shut down of the lights in the complex, making your mission easier. 4) Continue on through to Room 248, the Queens Chamber. Once you have arrived here all eggs and Queens must be killed. 5) If you have managed to survive this long, (which I doubt very much) you should continue in an east direction to the exit, after room 255. 6) Remember if at any time you find Newt, the little girl, don't loose her from your sight.

GENERAL HINTS AND TIPS

a) Do not waste ammunition, especially in blasting bio-mechanical growth in unimportant rooms. b) If the lights do go out the best you can do is keep on the move. c) It is better to keep together as a team, move as a group using the keys.

Happy Alien Zapping.

Jason Warrener, Winchester, Hants

XENON

In answer to "Alexander Clover" plea for hacks on *Xenon* (**ref E2**) the following listing will stop any energy loss from the player. Type the program in and then save it to a disk for future use (do this before running the prog). When the program has been typed in and any errors corrected, you should then insert *Xenon* in drive 0 and RESET your Amiga by pressing 'CTRL + AMIGA + AMIGA' and the hacks will then take over the system (which is indicated by my usual 'Power Light Changer Routine').

```
10 REM — Cracked by Andy Grifo, XENON V2.1.CRACK —
20 checksum = 0 : total = 433401 : crack = 521542
30 START = 768 : FINISH = 800 : GOSUB 60
40 RESTORE 190 : START = 521472 = FINISH : 521617 : GOSUB 60
50 GOTO 100
60 FOR n = START TO FINISH STEP 2
70 READ a$ : a = VAL("&h"+a$)
80 checksum = checksum + a
90 POKEW n,a : NEXT n : RETURN
100 PRINT "Your Checksum =";checksum
110 IF checksum <> total THEN PRINT "Data Error.":END
120 PRINT "Place Xenon in Drive 0 and click on Cancel"
130 PRINT "While Loading The Power Light Will Go On & OFF"
140 PRINT "Indicating that a system take over is starting"
150 PRINT "NOW RESET YOUR AMIGA AND XENON WILL BOOT"
160 CALL crack
170 DATA 303c, d600, 4ef9, 0000, 0532, 33fc, 4e75, 0001
180 DATA 65ee, 0879, 0001, 00bf, e001, 4ef9, 00fc, 0ca6
190 DATA 23fc, 4ef8, 0300, 0000, 0526, 23fc, 0000, 030a
200 DATA 0000, 0068, 4ef9, 0000, 050c, 2c79, 0000, 0004
210 DATA 207c, 00fe, 88c0, 43f9, 0007, f3ba, 303c, 0145
220 DATA 12d8, 51c8, fffc, 23fc, 303c, 0500, 0007, f3fc
230 DATA 4ef9, 0007, f3d0, 2c79, 0000, 0004, 426e, 002e
240 DATA 2d7c, 0007, f566, 0226, 4eae, fd9c, 2d40, 022a
250 DATA 4ef9, 0007, f560, 0007, f56e, 0000, 0000, 4afc
260 DATA 0007, f56e, 0007, f588, 0121, 00f6, 0007, f588
270 DATA 0000, 0000, 0007, f51a, 2863, 2941, 2e47, 7269, 666f
```

Andy Grifo, Worsley, Manchester.

Reuben Wilkinson from Little Headham, Herts, has sent in the following Xenon *tip.*

To complete level two of *Xenon* (Amiga version) keep on practising until you are good enough to reach the space invader-like aliens. When you reach these, kill them all to get an F-icon. You should have no trouble reaching the end of the first part now.

When you reach the first mothership kill it, and when it explodes deliberately loose a life by crashing into the first wall. When you start again there won't be any aliens!

The next mothership is fairly easy to dispose of, then you can start on level three, which is close to being impossible. I can't even do half of that!

ENQUIRIES

Paul Jukes from Kent needs tips or listings for *Wonderboy* and *Space Harrier* (64), **ref F2**; Ivor Sweeney from County Cork has a bet on with a friend that he can't finish *Op Wolf* (64) and needs an undetectable infinite energy poke, **ref F3**; Owen Halney from Northwich Cheshire has selected Roderick Hero in the Firebird 64 game *Hero* but cannot find the miner he has to rescue, **ref F4**; "Could anyone give me the entry codes to some of the Landscapes for the C64 version of the *Sentinel*," cries Nicholas Butler from Weymouth **ref F5**; David Kerrigan from Manchester wants to know what the seven words to find the lost stairs are in Mangar's Tower, third level, *Bard's Tale 1*, **ref F6**; Simon Harper from Cumbria wants an infinite lives poke for *Street Fighter* (64), **ref F7**; Keith Laws from Thirsk has spent a massive amount of "bob" on Melbourne House's *Lord of the Rings* and is desperate for a solution, **ref F8**; and, finally, Norwegian Lars-Erik Hobber wants to make Batman (Amiga) immortal and cannot find Robin **ref E9**.

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

The sender of each letter published will get a free piece of software. This month's winners will be getting a copy of the screenstar game *Stormlord*, Amiga or 64.

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a **separate sheet of paper.** Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

POKES

AMIGA

WAR IN MIDDLE EARTH

M Gowar from Nuneaton writes: "Here are the locations of all of the objects that I have found in WIME, plus some tips."

Tuckborough — Black flask
East of Buckland — Wooden staff
Michel Delving — Blue potion
Grey Havens — Blue potion
Forlond — Blacak flask
South of Forlond — Palantir
Belegost — Mithril Mail
Bombadils' house — Elven blade
Barrow Downs — Elven blade
North of Barrow Downs — Elven blade
West of Annuminas — Golden Sceptre
South of Ost-in-Edhil — Ancient Sword
Rivendell — Mithril Mail
Lorien — Elven cloak
Lorien — Glowing phial
Lorien — Coil of rope
North of Grebor — Dwarven Hammer
North of Dol Goldur — Dwarven ring
South of Mount Gram — Black flash
South of Mount Gram — Red arrow
South of Mount Gram — Mithril Mail

● If Gandalf goes to Derdingle 1,000 huorns will go to Hornburg and 1,000 Ents will go to Isengard. Aragorn can be found at Bree and Merry can be found at Buckland.

Five-hundred trolls can easily handle everyone from Minas Tirith, Osgiliath and Cair Andros.

BLOOD MONEY

The following hack will give both players infinite lives. Boot up AmigaBasic and type in the program (not forgetting to save it to disk before running it, as it could lock-up).

```
10 REM — CRACKED BY
ANDY GRIFO, BLOOD
MONEY VO.1 CRACK
20 checksum = 0 : total =
561925 : crack = 626
30 START = 518 : FINISH =
667 : GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH
STEP 2
60 READ a$ : a = VAL
("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n :
RETURN
90 PRINT "Your Checksum =
";checksum
100 IF checksum <> total
THEN PRINT "Data
Error.":END
110 PRINT "Place Blood
Money Disk 1 in Drive 0"
120 PRINT "and then click on
both CANCELS..."
130 PRINT "When you lose a
life, I'll take over the"
140 PRINT "System, indicated
by the POWER light"
150 PRINT "going either ON
or OFF when a man is lost"
160 INPUT "PRESS RETURN
TO BOOT BLOOD MONEY",
Grifo$
170 CALL crack
180 DATA 23fc, 0000, 0214,
0003, 0038, 4eec, 000c, 23fc
190 DATA 0000, 0224, 0007,
dc4e, 4ef9, 0007, dbb8, 23fc
200 DATA 0000, 0234, 0007,
c40a, 4ef9, 0007, a120, 21fc
210 DATA 4e71, 4e71, 3e2a,
31fc, 4e75, 44d2, 31fc, 4e71
220 DATA 2c16, 31fc, 4e71,
3172, 21fc, 4eb8, 0268,
067e
230 DATA 21fc, 4752, 4946,
7e3e, 31fc, 4f20, 7e42, 4ef8
240 DATA 0400, 0879, 0001,
00bf, e001, 4e75, 2c78,
0004
250 DATA 2e3c, 0003, 0000,
207c, 00fe, 88c0, 43f8, 00c0
260 DATA 303c, 0145, 12d8,
51c8, fffc, 21fc, 2007, 4e71
270 DATA 0102, 4ef8, 00de
```

Andy Grifo.

VOYAGER

This will give you an option to use the in-built cheat mode. It supplies you with unlimited fuel, all equipment and unlimited energy. Also it enables you to use part of the game which lets you see all the shapes.

Type the listing below into AmigaBasic, save it and finally run it.

Listing

```
10 REM ★★★ VOYAGER
CHEAT (C) DAVID SLACK
★★★
20 CHECK=0
30 CHEAT = 459108&
40 FOR N = (CHEAT−30) TO
(CHEAT+30) STEP 2
50 READ A$
60 A=VAL ("&h"+A$)
70 CHECK=CHECK+A
80 POKEW N, A
90 NEXT N
100 IF CHECK <>204889&
THEN PRINT "ERROR IN
DATA":END
110 PRINT:PRINT "PLEASE
INSERT YOUR VOYAGER
DISK IN DRIVE 0"
120 PRINT:PRINT "AND
THEN PRESS ANY KEY."
130 A$=INKEY$: IF A$=""
THEN 130
140 CALL CHEAT
150 DATA 41FA, 0010,
397C, 4EF9, 0130, 2948,
0132, 4EEC
160 DATA 000C, 33FC, 4E71,
0002, 01E4, 4EF8, 0800,
```

HOW TO POKE *(AMIGA)*

This is a more detailed description (for those people who have only recently got an Amiga computer) about how to enter the cheats for games which are printed in this magazine.

STEP 1

Switch on your Amiga and wait for the Work Bench hand to be displayed.

If you have an Amiga 1000 then insert your Kickstart disk first as described in your manual to get to the above stage.

STEP 2

Get out your Workbench disk and insert it into drive 0. After a while this will finish loading and you will be presented with some icons and a pointer which is controlled by the mouse. Eject your Workbench disk and insert your EXTRAS (or something similar) under it. Grab your mouse and position the pointer over the icon and double click the left button. If that worked correctly then you will see a window with more icons appearing in it. Now double click on the icon which says AmigaBASIC under it.

STEP 3

You are now in AmigaBASIC and you are ready to type in the cheat program which you like. The program must be typed in to the right hand window. To move between the windows just position your mouse in the window that you want and press the left button once.

STEP 4

Now that you have finished typing in the program in the right window you need to save it. To do this move the pointer to left window and click left button once and type: SAVE "filename".

Where filename is the name you want the cheat to be called on the disk. Now before you press return eject the extras disk and insert the formatted disk which you are to save the cheat on then press return. During the save the computer might ask to have certain other disks to be inserted so just follow the on screen prompts.

STEP 5

Finally to run the program, in the left window type: RUN (followed by pressing the return key).

The cheat should now work. If you get any error messages it probably means that you have made a slight error when you entered the program. Just check through the program and if you find a mistake don't forget to resave the program again as described above.

David Slack

PLAY TO WIN

```
2C78
170 DATA 0004, 207C, 00FE,
88C0, 43F9, 0007, 0000,
303C
180 DATA 0145, 12D8,
51C8, FFFC, 4EF9, 0007,
001A
```

Wait until the game has loaded then on the options screen press W then the DEL button. This will now give you a fourth option which is the cheat. With the cheat mode active use F3 and F4 keys to alter the language. To see the shapes in the game press the ENTER key on the keypad

Shapes Mode (keyboard guide)

SPACE	— Exit back to options screen.
Cursor keys	— Rotate the object.
DEL/HELP	— Decrease/Increase shape number.
Keypad 4/7	— Zoom In/Out.
Right ALT	— Inverse background.

David Slack

CYBERNOID II

Boot up your workbench disk and then AmigaBasic, and type in the program; but before running it, save it to disk for future use as you will not be able to re-access ABasic.

```
10 REM — CRACKED BY
ANDY GRIFO, CYBERNOID II.
CRACK —
20 checksum = 0 : total =
479775 : crack = 520626
30 START = 520518 : FINISH
= 520697 : GOSUB 50
40 GOTO 90
50 FOR n = START TO FINISH
STEP 2
60 READ a$ : a = VAL
("&h"+a$)
70 checksum = checksum + a
80 POKEW n,a : NEXT n :
RETURN
90 PRINT "Your Checksum = ";
checksum
100 IF checksum <> total
THEN PRINT "Data
Error.":END
110 PRINT "Place Cybernoid II
in Drive 0"
120 PRINT "and then Click on
both CANCELS . . ."
130 PRINT "When loaded you
will have infinite MEN"
140 PRINT "Now RESET
YOUR AMIGA, CTR
L+AMI+AMI TO BOOT"
150 CALL crack
160 DATA 33fc, 4ed3, 0003,
00c8, 267c, 0007, f158, 4eec
170 DATA 000c, 297c, 0007,
f162, 007e, 4ed4, 33fc, 5279
180 DATA 0003, 419e, 23fc,
2047, 5249, 0003, e3ae,
33fc
190 DATA 464f, 0003, e3b2,
4ef9, 0000, c308, 2c78, 0004
200 DATA 2e3c, 0003, 0000,
207c, 00fe, 88c0, 43f9, 0007
210 DATA f000, 303c, 0145,
12d8, 51c8, fffc, 23fc, 2007
220 DATA 4e71, 0007, f042,
4ef9, 0007, f016, 2c78, 0004
230 DATA 426e, 002e, 2d7c,
0007, f1ce, 0226, 4eae, fd9c
240 DATA 2d40, 022a, 4efa,
fffe, 0007, f1d6, 0000, 0000
250 DATA 4afc, 0007, f1d6,
0007, f1f0, 0121, 00f6, 0007
260 DATA f1f0, 0000, 0000,
0007, f182, 2863, 2941,
2e47
270 DATA 7269, 666f
```

A. Grifo

64

NAVY MOVES (LEVEL 2)

```
0 PRINT CHR$ (147)
1 FOR I=272TO383:
READA$
2 L=ASC (LEFT$(A$,1)):
L=L−55: IFL <5 THEN
L=L+7
3 R=ASC (RIGHT$(A$,1)):
R=R−55: IFR<5 THEN
R=R+7
4 V=(L★16)+R: C=C+V:
POKEI,V: NEXT
5 IFC <> 12352THENPRINT
"DATA ERROR!" : END
6 PRINT "SAVE LISTING FOR
FUTURE USE."
7 PRINT : PRINT "SYS 320 TO
START."
10 DATA A9, 01, A2, 08, A8,
20, BA, FF, A9, 03
11 DATA A2, 3D, A0, 01, 20,
BD, FF, A9, 00, 85
12 DATA 0A, 20, D5, FF, A9,
35, 8D, C1, 40, A9
13 DATA 01, 8D, C2, 40, 4C,
00, 40, A9, AD, 8D
14 DATA CA, 9F, 4C, B0, 1B,
43, 4E, 4D, A9, 00
15 DATA 85, 93, 20, 2C, F7,
A2, 40, 8E, 3E, 03
16 DATA E8, 8E, 40, 03, 38,
20, 6C, F5, A9, 72
17 DATA 8D, 4D, 41, A9, 01,
8D, 4E, 41, A2, 8F
18 DATA BD, A1, 40, 9D, A1,
02, BD, 30, 41, 9D
19 DATA 30, 03, CA, D0, F1,
4C, C7, 02, A9, 10
20 DTA 8D, DD, 03, A9, 01,
8D, DE, 03, 20, 34
21 DATA 03, 60, KA, SH, MI,
R0, 49, 41, 4E, 00
```

Type in the listing. 'Run it' and follow the on screen instructions. The listing gives infinite lives. NB. The code to begin the second level is 0171.

Tim and Ian Fraser

DANGER FREAK

Russel Gowrie and Tony Hurst write: "We have the disk version of *Danger Freak* (Rainbow Arts). When it asks you for the date, type in 170470 (with no spaces). This activates the cheat mode."

RUN THE GAUNTLET

```
0 REM RUN THE GAUNTLET
CHEAT BY H M PUGH 1989
1 FOR X = 269 TO 388:
READY: C = C+Y: POKEX,Y:
NEXT
2 IF C = 13049 THEN POKE
157,128: SYS 269
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 72, 169,
0, 133, 157, 104, 32, 86, 245
5 DATA 169, 38, 141, 223, 2,
169, 1, 141, 224, 2, 76, 167
6 DATA 2, 72, 169, 76, 141,
191, 9, 169, 61, 141, 192, 9
7 DATA 169, 1, 141, 193, 9,
104, 76, 0, 8, 72, 77, 80
8 DATA 72, 32, 73, 1, 104,
169, 1, 133, 8, 76, 195, 9
9 DATA 173, 9, 52, 201, 238,
240, 15, 173, 151, 6, 2, 201,
230
10 DATA 240, 24, 173, 168,
66, 201, 238, 240, 28, 96,
169, 0
11 DATA 141, 171, 67, 169,
31, 141, 56, 51, 169, 2, 141,
46
12 DATA 52, 96, 169, 165,
141, 151, 62, 169, 0, 1, 41,
152, 72
13 DATA 96, 169, 173, 141,
168, 66, 169, 0, 141, 66, 72,
96
```

H. M. Pugh

PACLAND

Level 1

First go behind the third fire hydrant and push back. It should slide back and you should get a hard hat which destroys bombs.

Level 2

Go behind the third cactus and you will get invunerability for a limited time.

James Greaves from Emsworth, Hants sent this in.

HOW TO POKE (64)

Entering the listing is easy. Let's take the *Denaris* hack as an example. You will see that the program is structured into what we call lines, each beginning with a number. Following the listing, one line at a time (starting with the line number) type in each character (including spaces) until you reach the end of the line — at which point press the RETURN key. When the final line is completed (line 12 on *Denaris*) check the listing for mistakes.

The flashing blob (cursor) should now be located directly beneath the final line and to the far left of the screen.

The next step is to activate the listing (now present in your 64's memory).

Type in the word 'RUN' followed by a top of the RETURN key. If all is OK, the screen will clear and a message instructing you to type 'SYS 304' should show itself. Should a message to the tune of 'DATA ERROR' manifest itself onto your television screen, don't panic. Re-check the listing carefully and correct any errors.

Now do as the program says, and type in 'SYS 304' (the number may be different for other listings) followed by a tap of the RETURN key. Finally insert the cassette (fully rewound) into the tape deck and 'PRESS PLAY ON TAPE'. There, all done.

Tim and Ian Fraser



Take to the road with this sixteen-stage sequel.

OUTRUN TURBO

Sega's latest race offering is the follow up to their hugely successful hit Outrun. Burning rubber and the midnight oil, this month, is writer Phil Harrison with tips supplied by Simon Parrish.

Go for the manual gearbox at the start — the auto isn't flexible enough for really steep corners.

Use the Turbo sparingly — and only when you know it is really safe to do so. The car becomes difficult to control at high speed.

CARS 'N' GIRLS

Throughout the game you will see a blonde poseur in a 959 trying to overtake you. Sometimes your girlfriend decides she's had enough and gets out of your car into the 959 at a Staging Post. However if she stays you get a million points and a kiss. Furthermore, if she stays in for another four stages you get a two million point bonus and so-on. The bad news is, that there's no real reason as to why she stays or goes — not even whether you crash or not.

NEW YORK

Fairly easy, this one — full speed all the way and little need for steering if you stay dead centre of the track. Use the turbo immediately at the start and again as soon as it has run out — you won't over heat until later.

WASHINGTON D.C.

Once through the check-point activate the Turbo to shake off the police car (listen out for the siren just before he arrives on screen) and whizz through the storm. If the police car catches up with you he'll hassle you and try and hit your car — very frustrating. There are a couple of nasty twists that come up suddenly — best way to tackle them is to stay on the inside of the corner, which also means you avoid any cars lurking around the bend. Watch out for the water on the sweeping righthander — brake too late and you'll end up in the trees. You'll zoom around this with practice.

PITTSBURGH

Snow storms throughout this stage make it quite tricky to see the corners until they are right under your bumper so take care until you know the route. The first two corners can be taken at full power, but from then on it's gears and brakes all the way. Turbo away from the police car as before. When coming up to third major corner beware — its a very sharp 90 degree lefthander. Change into low gear, stamp on the brake and throw the wheel hard left and you'll drift round. Accelerate once the car is straight again. This technique is used throughout to overcome nasty corners — so once mastered the game instantly becomes easier.

INDIANAPOLIS

Nice long straight right after the C.P. — so use the Turbo while you can. First corner must be taken in low gear — it starts gently enough but soon whips round to throw you out into the side.

STAGING POST NO.1

At the end of every four stages you get the chance to customise the car — choose High Grip Tyres this stage.

CHICAGO

The first of the night driving stages means the corners come from nowhere — Watch out also for the bumps in the road. Strangely similar to Indianapolis in layout!

ST LOUIS

This stage is mostly confined to two lanes throughout. Shake off hassle from police car where you can. The cops try to knock you into the signs which will flip you over if you're not careful. Be very careful on the sharp righthander at the bottom of the hill. At the point where the road gets split by the barrels, stay over to the left hand side to avoid the bumps on the other lane. Hitting the barrels scores extra points but slows you down.

MEMPHIS

The road snakes around a lot — timing essential through the valleys of rocks. This one takes practice to learn the route and where to brake.

ATLANTA

Another snowy one! Fairly wide road doesn't make things too hard although the drifts cover the outside lanes — so stay central while you can.

STAGING POST NO.2

Select the Special Turbo from the two remaining options, it makes you accelerate that much faster.

MIAMI

Use turbo instantly here because your engine will be cold. Watch out for the first corner, though — it is very tight indeed. At one point the road narrows to one lane. Use the Turbo down the hill and into the palm lined avenue, once again with a nasty corner at the end.

NEW ORLEANS

The first two corners can be taken flat out. Keep an eye out for the "s-bend" sign — low gear and brakes are needed to get through. Once through the valley there is a fast straight section before one more set of "s-bends".

SAN ANTONIO

As in New Orleans the first two corners are easy but after that the four lanes road splits into two separated by trees. Don't try and cross through the gaps — you won't make it! Stay to the right, the left side has bumps and road blocks on it. Watch out too for the oil in the road at the right hander.

DALLAS

Desert section with a very wide bare road. Use the Turbo where you can — but beware of the unmarked corners — they have strategically place boulders just at the point where you spin off! Beware too of the rubble on the road and the unmarked 90 degree corners — generally a very tricky level.

STAGING POST NO.3

You get given the High Power Engine like it or not — although it doesn't actually make a blind bit of difference!

OKLAHOMA CITY

Low bridges and fields of yellow flowers. Lots of nice 90 degree left-handers that aren't marked at all. The fourth corner must be taken very slowly otherwise you'll end up in the front room of one of the houses at the side.

DENVER

This is definitely the hardest stage of the game — heavy blizzards throughout and little signposting. Once onto the wide sweeping freeway stay dead centre and don't steer! Use the Turbo while you can. There is only one other place to use the Turbo and that is after the S's at the end of the freeway through to the C.P. Take the S's at a walking pace to have any chance of survival. As soon as you see the sign for the C.P. don't relax because there's one more valley. When you see the real end of stage use the Turbo if available.

GRAND CANYON

Take the first left hander very slowly, otherwise simple.

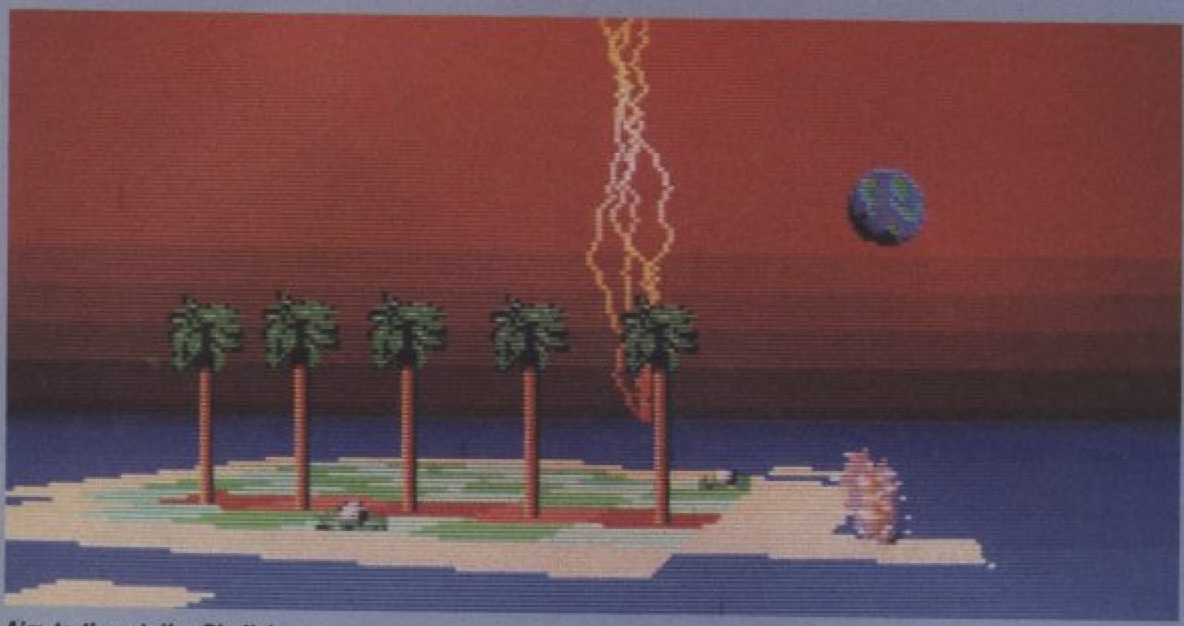
LOS ANGELES

The final stage and probably the easiest on the game! Take the corners fast but try not to come off the road at any point — its crowded with buildings.

THE FINISH

As a photo couldn't be got of this screen a brief description will have to do! There is a big close up of the Ferrari F40 with the driver and girlfriend sitting on the bonnet facing away from you, arm in arm. The Porsche 959 poser drives up, gets out of his car, sobs, gets in and roars off again!

PLAY TO WIN



Aim to thwart the Obelisk.

ARCHIPELAGOS

Logotron's newie is a massive, strategic, visually brilliant game of the "let's build a planet and overcome evil" variety. Here to show you how to mind melt with a lump of rock is hints 'n' tipster Tony Dillon.

Firstly you have to remember that all the minion rocks have to be connected by land to the monolith. This doesn't have to be a direct route, but just so that you can trace a path from rock to obelisk without crossing water. The easiest way to do this is, when searching for the stones, not to jump over the small stretches of water you come across. Deposit a bit of land and then cross. That way, before you know it, you've linked all the islands in the archipelago.

Something else worth remembering is that the stones are widely spaced. You don't have a time limit on finding them, so wander around for a bit. Note the position of the stone nearest the monolith and destroy this one last. That makes your job of absorbing the sentinal — whoops, destroying the monolith — within the 90 second time limit a bit easier.

Now for a couple of odds and sods. The easiest way to get rid of the necromancer is to build a small piece of land, about three squares long and one square wide, jutting out from the coastline just before where the necromancer will strike. He will follow this patch out and end up sitting on a lump of land stranded at sea unable to go anywhere. The lost souls are indestructible, so give them a wide berth. Don't worry about running out of energy when creating land, as the energy rocks grow in abundance, so get 'em while their 'ot. Finally, try and find the blood eggs before they hatch, because once you have linked the entire archipelago, there isn't going to be much left when an egg has started bleeding!

POWERDROME

EA's latest is a better-than-average racing game with in-depth gameplay. Michael Powell straps himself into his quad-boosted Turbo Rapide and does the honours with the hints and tips.



Centring is essential.

Oval. **The secret with this track is to use as much afterburner as possible, but without blowing up your engines. Keep your eye on the temperature guage. This track is fairly wide, so switch the centring field to OFF and pick up speed. Go around as fast as you can.**

Antacorp. **A difficult track. Turn the centring field up to four or five, which will put you in the middle of the course. When you go through the underground chicane, hold down the right shift key. This will take you through the vertical scanner without slowing you down; then straighten.**

Clorotek. **Shortly after the start line, you will encounter a trench. Don't waste your time flying through it; just go over.**

When you reach the pressure gate, which is around half way round, don't slow down. If you're going to crash into it then go ahead. Hopefully this won't occur, but in this instance its no use fighting the consequences. When you come out of the exit, switch the afterburners on. Go for speed on this next stretch.

Otyaka. **Its main section's underground, very dark and, at first, quite difficult. The track careers from left to right so turn the centring on at around level five. Once you emerge into the open, you'll come across a nasty right-hand hairpin, so hold down the centring key again. This section takes some practice.**

Banzai. **So named because it really is the hardest track. Crank the centring up as much as possible but reduce it down to six if feasible and necessary. You'll encounter the same kind of underground dip as on the Otyaka course, so use the same tactics. If you get through this you're good.**

Apocalyt. **This section has an alarmingly tight hairpin situated at three corners from the start. Take it using centring mode.**

While underground, you will go through a loop-the-loop. You get through this using gentle movements of the mouse, with centring set around six. This should see you right.

Estoria. **Back into sunny climes and a fairly wide track. Bomb around the course with a low centring setting or none at all.**

GENERAL

As you've probably noticed, the centring field is a pretty useful gizmo in this game. Specifically introduced to the Amiga version, the centring field should make *Powerdrome* accessible to beginners.

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PLAY TO WIN



BATTLETECH

The blend of Strategy and RPG proved to be a winning combination with Infocom's game.

Rambling Mark Patterson played the part of Jason Youngblood, a Japanese fighting robot operator, and headed for base with these hints and tips.

PROBLEMS WITH CASHFLOW

Probably the biggest factor in the whole game is money. No money, no skill, no mech, no chance. The more cash the better equipped you'll be for combat.

Every five minutes or so your account is boosted by fifteen credits as ma and pa robot decide it's time to give some more of your allowance. Don't hang around! Initially invest in a low risk account, and then move on to the intermediate one. Do this for a few hours and you'll be counting the wads, my last count was 350,000.

TRAINING SCHOOL

You'll not get far sonny wi'out a decent education, and the first thing you need to know is how to defend yourself. The important basics to learn are, knife fight, rifle and machine gun as these are the only weapon skills you'll find yourself needing.

Stop off at the mechit-lube and take up an apprenticeship. I know that it's expensive, but it enables you to patch up a battlefield mech, take it in for a full repair and slap another member of your party inside.

When it comes to combat training, try to move around as much as possible and overheat as little as possible, and aim for speed on all the missions as this contributes to your overall mech skill.

Medical skill is also a worthwhile venture; it'll also make sure you stay in the game longer.

WEAPONRY

Start off with a machine gun. It takes quite a few hits to kill a human and has no effect on mechs whatsoever — but, still, they're relatively cheap. Later on try to get hold of a laser weapon; I recommend the Inferno best of all. One shot disposes of 90% of humans and Inferno Fire will overheat a mech, giving you time to flee. Whatever you do don't hang around taking on a twenty ton mech with a hand held SRM — it just doesn't work. Equip yourself with a forty point armour, it normally prevents any damage to the person in a typical combat round.

MECH ETIQUETTE

First and formost, with the lump of cash you should have by now, any mech you own should be customised at the mechit-lube, extra lasers and armour always come in handy at the expense of jump jets and missile mountings. And never rule out kicking, more often than not it proves to be invaluable when a mech is close to shutdown.

Always try to face an attacking mech, all it could take is one hit with a small laser to the back to knock out half your arsenal.

MISCELLANEOUS HITS 'N' TIPS

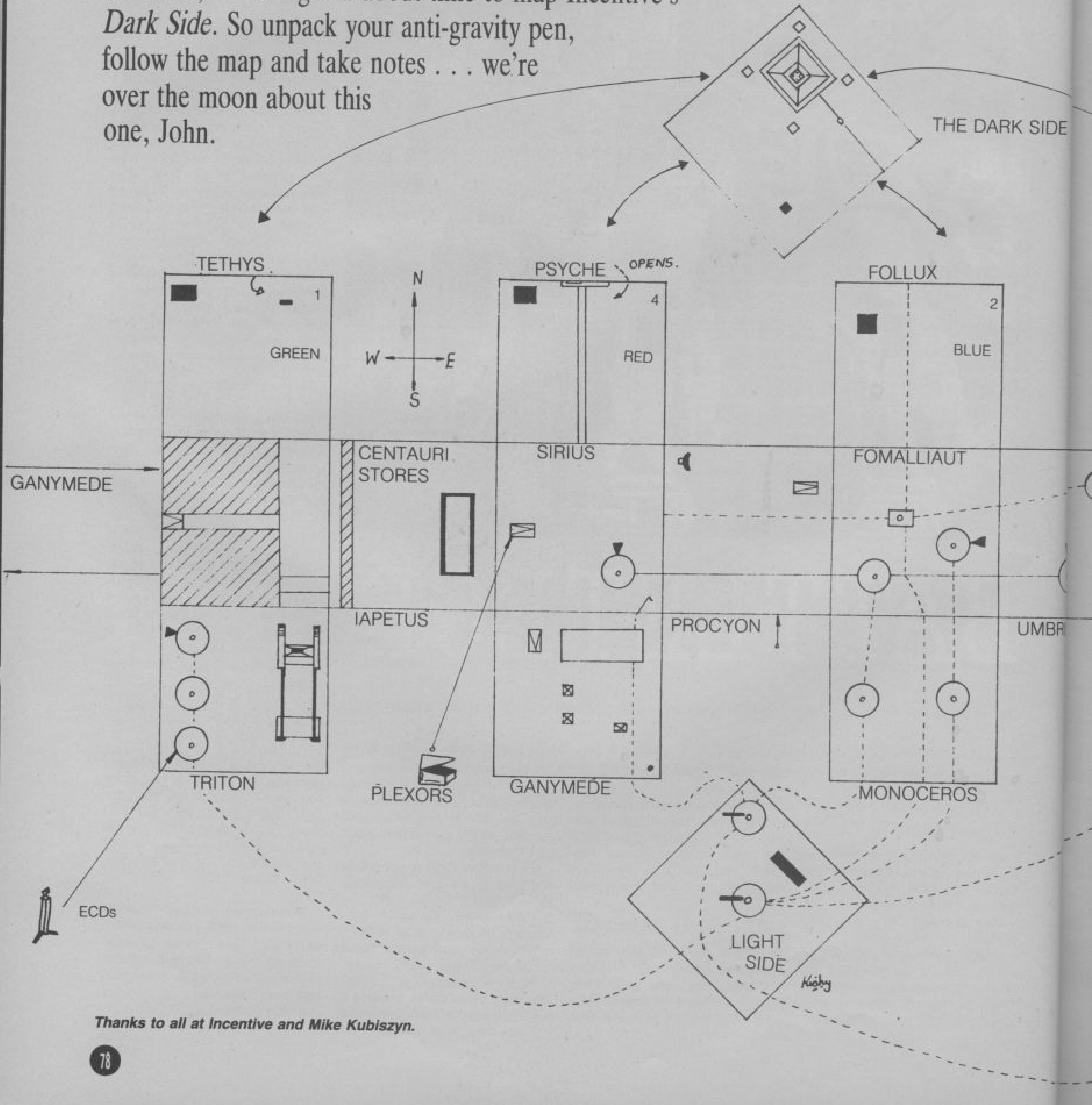
On about the seventh training mission the city is invaded by Kuritans. Whatever you do don't fight back; turn tail and run into the ruins of the city. If you make it head for the exit at the south end of the eastern wall. Once you're there hit flee.

Afterwards, head north-west-north until you reach the starport. Buy some civilian clothes and infiltrate the Kuritan coronation to find out about your mission.

Class dismissed.

DARK SIDE

With both 8-bit and 16-bit versions of this game now available, we thought it about time to map Incentive's *Dark Side*. So unpack your anti-gravity pen, follow the map and take notes . . . we're over the moon about this one, John.



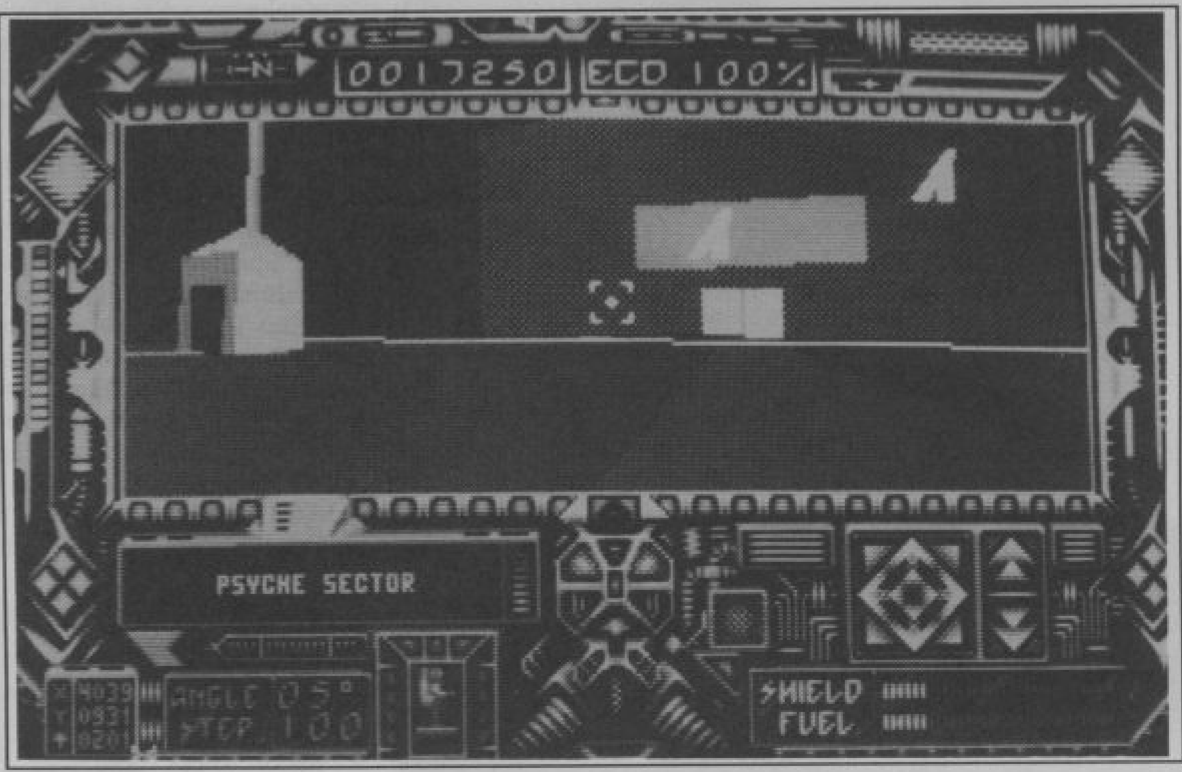
Thanks to all at Incentive and Mike Kubiszyn.

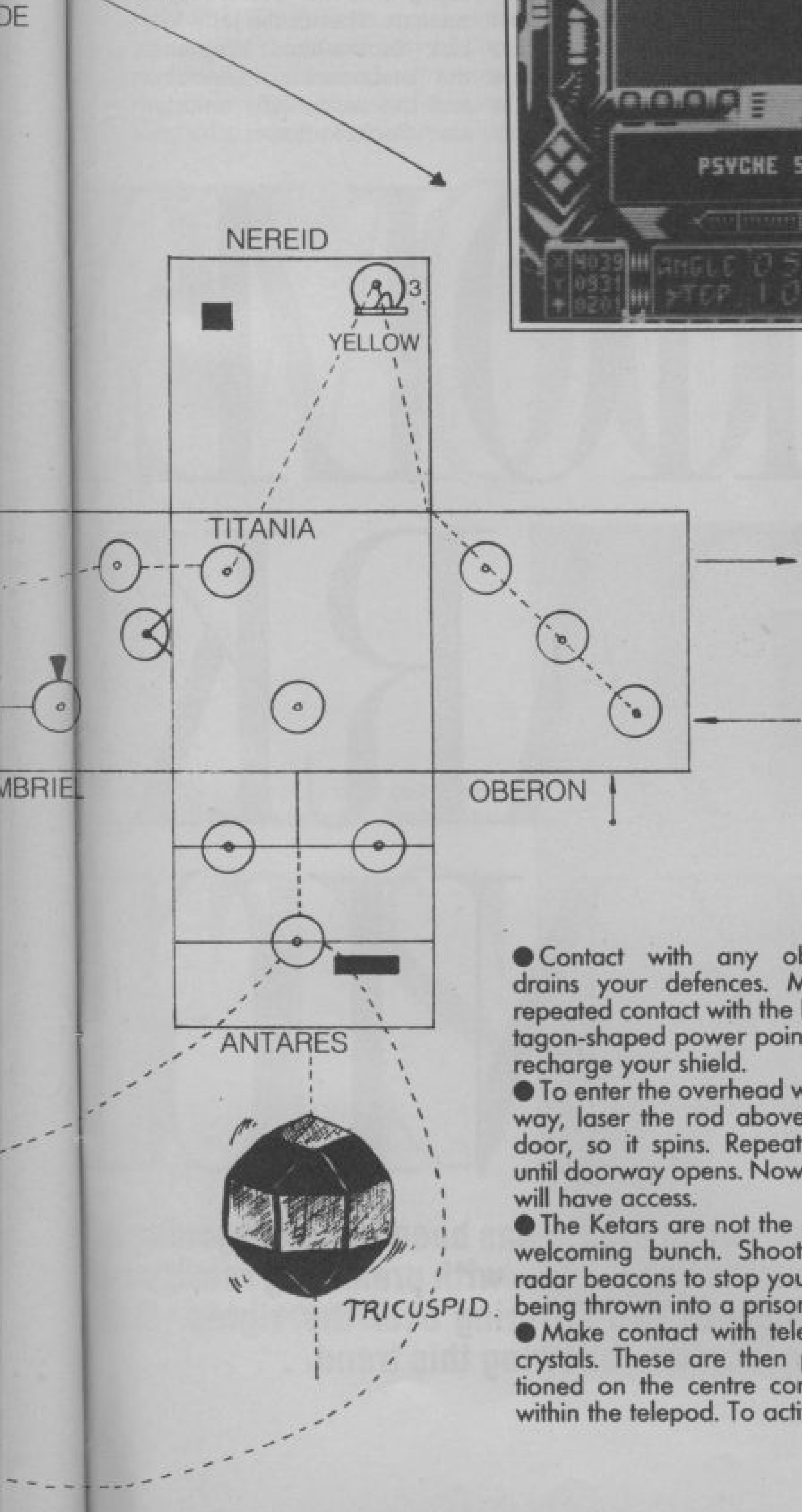
PLAY TO WIN

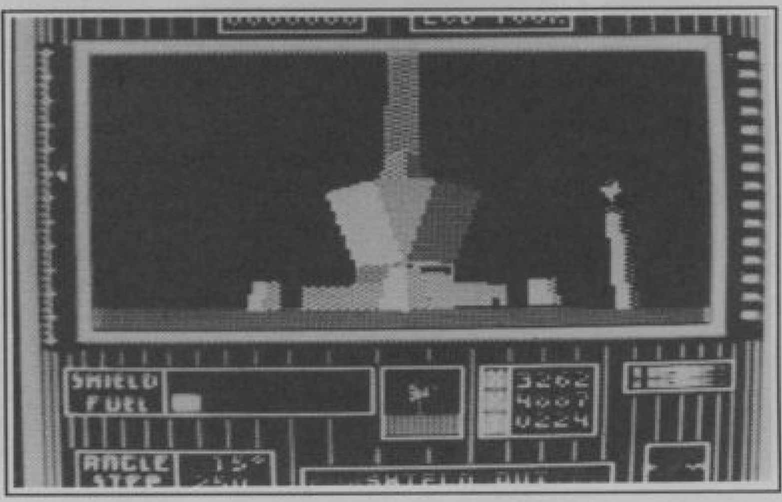
PLAYING HINTS

● The giant weapon, Zephyr One, is powered by Energy Collection Devices (ECD's). Disable three or four ECD's as soon as you start, to slow down the timer.

● Your Jump Jet pack has a limited fuel supply. Make repeated contact with the fuel rods in the various store areas to refuel.







● Contact with any object drains your defences. Make repeated contact with the Pentagon-shaped power points to recharge your shield.

● To enter the overhead walkway, laser the rod above the door, so it spins. Repeat this until doorway opens. Now you will have access.

● The Ketars are not the most welcoming bunch. Shoot the radar beacons to stop yourself being thrown into a prison.

● Make contact with telepod crystals. These are then positioned on the centre console within the telepod. To activate, shoot the crystals then leave the telepod. You will then be in a new area.

● "Buy" your way out of confinement by lasering the slots in the pillars — but your energy and shield levels will be reduced.

ADVANCED TIP. After destroying the lonely switch before it disappears, you can make dark out of light.

MOVING FASTER. Hold both forward keys down at same time (or joystick forward and keys). TO AID CLIMBING in and out of tunnels, reduce step size to one hundred.

FOURTH CRYSTAL SOLUTION

Enter the building in Regulus, then go into the Second Section crouching as you move.

Next, shoot the axe on the wall once so it animates. This opens the hatch in the roof of the Building in the Sirius Sector. Enter this building from the roof.

Shoot the cube before it disappears. This makes the fourth crystal visible, disguised as an extra light in the tunnel system. You have to shoot the wires attached to the light, and then the crystal can be collected.

HOLLY DARK KNIGH

Hollywood of late has been bandwaggoning its wa comics licences — with promising results and a s house or two hovering over the rights. Mark He on location following this trend. . . .



You can't avoid it. It's everywhere. Long before the film is scheduled to be released in this country, *Batman* fever has reached a pitch which is almost certain to make it the biggest grossing film of the year. Nothing else looks like coming close. There are already rumours of pirated video copies on the streets and one person has already gone to jail in the States for possessing an illegal copy of the film. A lot of fuss, you might think, about a character whose decline looked as inevitable as Adam West's expanding waistline.

The story of his revival begins with the 'Dark Knight' graphic novel, but the text that really influenced the film is 'The Killing Joke'. *Batman* is a film on a massive scale. Months went into researching the Gotham City skyline borrowing from avant garde architecture and science fiction alike to make it, according to its designer, "look like New York if there had been no planning permission for forty years". It is an urban hell.

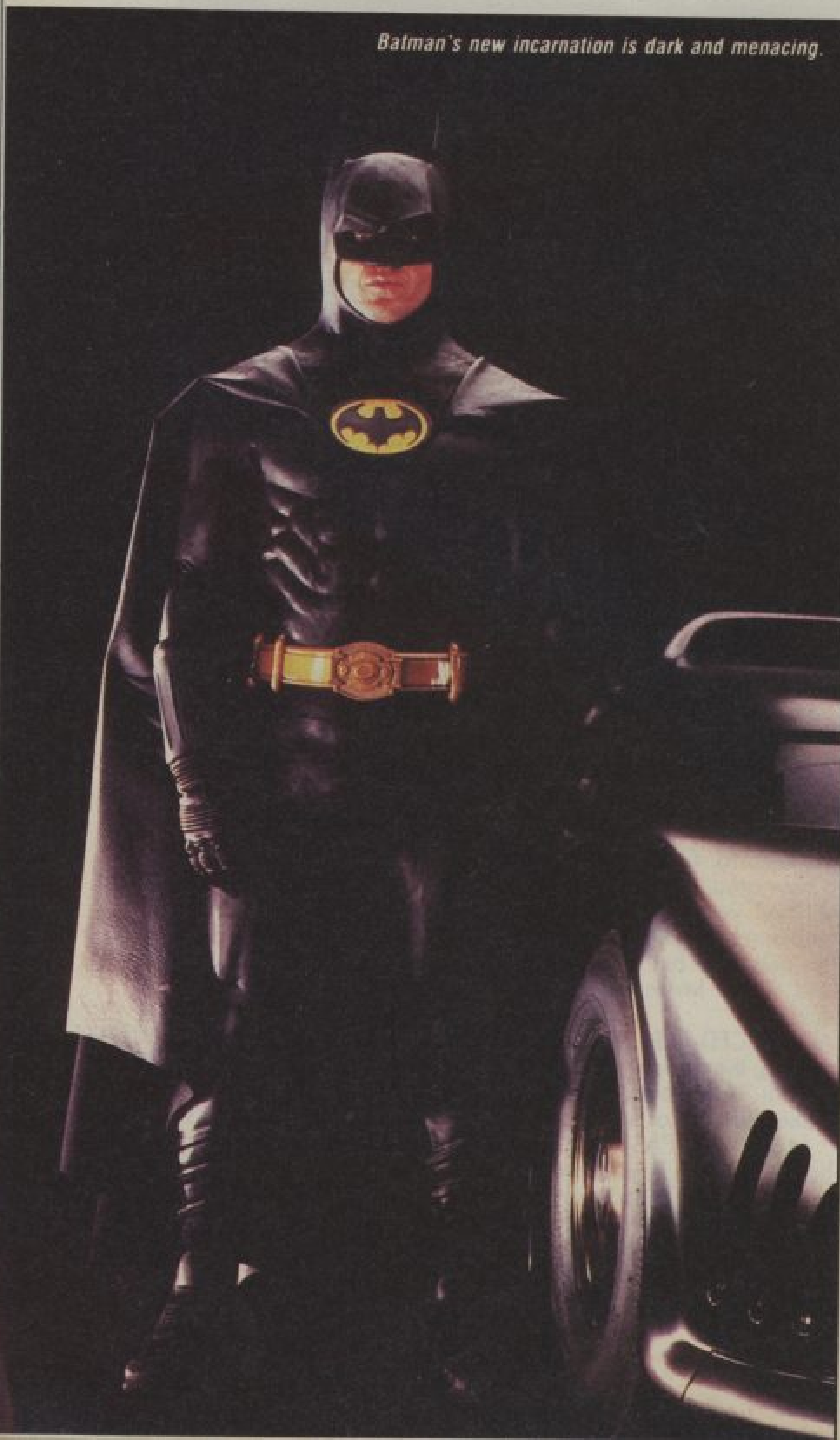
The rewards for such effort should be great. *Batman* is a merchandiser's dream with a new batmobile, batwing — not to mention a sequel. Hollywood are taking no chances and have bought up the rights to just about every comic character this side of George & Lynne.

Of course, buying the rights doesn't necessarily mean a film gets made, but just counting those already in production, we're in for a deluge of films whose stars grew up in four colours and spoke in bubbles. The two next big ones after *Batman* are going to be *The Return Of The Swamp Thing* and *The Punisher.*

It's called *The Return Of The Swamp Thing*, because a *Swamp Thing* film has alredy been made. A low budget B-movie shot in 1980, it never saw the light of general release. Then DC revived *Swamp Thing* with Alan Moore writing the scripts, and the rest is history. Moore's revamping of the strip established it as a comics number one with a character more human than you'd ever believe a plant could be.

The Return Of The Swamp Thing is already in the can and director Jim Wynorski has kept closely to a combination of the original character and Alan Moore's revival. Swamp Thing is a walking vegetable patch who can change his shape at will and move through earth and water. A combination of all this made the film a special effects nightmare with Dick Durrock, who plays Swampy, having to sweat out endless re-shoots plastered from head to toe with pound upon pound of foam latex.

The original villian, Dr Arcane, is retained as well, along with his band of jolly mutants. There's the John Merrick look-a-like, Hippoman, the brain-sucking Leechman and the particularly unfortunate Cockroachman. It's not



Batman's new incarnation is dark and menacing.

certain when the film will open here, but it should definitely be within a year.

If *Swamp Thing* is a typical over-the-top superhero type film, *The Punisher* has more in common with films like *Death Wish* and *The Terminator*. No latex was necessary for Dolph Lundgren to adapt to the role of the totally psychotic Punisher, but the character is equally comic book.

In the original Marvel comic, The Punisher was probably the most two dimensional killing machine ever commited to paper. Living in a sewer, he systematically takes murderous revenge on the killers of his family, making Charles Bronson look like Woody Allen.

The film follows that storyline, but the personality of The Punisher is fleshed out a little more to the extent that he does get to make the occasional comment as he goes about this grim business. As the director, Robert Kamen, puts it.

"When The Punisher is in a scene with another person he kills them. When he's around a car or building he blows it up. The only time the Punisher appears is when violence is about to happen".

If you like your entertainment two-fisted and two-dimensional, this low forehead epic could be for you, but its romantic and intellectual content is zero. "The essence of a comic book", Kamen reckons.

These are both ready to go, but there are plenty of exciting projects just beginning. One character whose film debut has long been promised is *Judge Dredd*. A film has been at the planning stage since 1982, but no-one has yet put their money where their mouth is. Comic films are expensive and tricky to make and considered a poor risk. The success (or failure) of *Batman* should change all that. Tim Hunter has finished a script for the Dredd film and Charles Lippincott will definitely be producing it for Warners, but it looks like Dredd will be beaten to the big screen by his fellow 2000 AD character, *Rogue Trooper*. We spoke to Harley Cockliss

Continued page 85



The Joker is wild. Batman's arch rival is played by Jack "Witches of Eastwick" Nicholson.

YWOOD'S

HTS

its way through
and a software
lark Heley has been out



***Born to be wild? Dolph does a Marlon Brando in* The Punisher.**

HOLLYWOOD'S DARK KNIGHTS



Holy marsh seed! Underneath the slime lies **The Return of The Swamp Thing's** ***Dick Durrock.***

THE GAMES LICENCES

BATMAN — THE MOVIE



Ocean's second Batman release of the year looms in September. Since it's based on the movie not the comic it won't have that panel effect the last one had. It's also going to be less of an arcade adventure than a straight action game, based around five key scenes in the film including ones featuring the batmobile, batwing and batcave.

WATCHMEN

Ocean signed up the licence to the Moore/Gibbons classic some eighteen months ago, though sadly it's still at the storyboarding stage and won't be ready for another year. It'll be programmed in-house and whilst details are obviously sparse, Ocean's Gary Bracey was able to say that it will be multi-level and concentrates heavily on the characters of Rorschach, Nite Owl and Dr Manhattan.

JUDGE DREDD

Like Batman, this'll be Dredd's second time in pixels, though sadly it's not going to be until the spring of next year. Melbourne House have the licence as before and the game is still at storyboard. What information we do have comes from technical manager Steve Clarke who told us it would be strictly arcade in style and that it was being produced by a major outside development house. Failure could result in a spell in the iso cubes.

IN THE CAN

Other comic movies in production

DICK TRACY
Radio series, comic and TV show. Al Pacino stars as the eponymous private investigator. Madonna co-stars. Due for summer release.

THE GREEN HORNET
Movie in production — no details.

LONE WOLF AND CUB
Film of the Japanese cult comic in the pipeline.

THE PHANTOM
In production.

PLASTIC MAN
Under development — two different scripts so far.

ROBOCOP
Dark Knight creator Frank Miller directs the sequel.

SGT ROCK
Arnie is due to star as the larger than life GI. Delayed because of script rewrite.

THE SHADOW
Howard Chaykin revived the character and the film is pending.

SPIDER MAN
Currently shooting with Albert Pyun directing.

SUPERMAN
Possibility of film number five.

TEENAGE MUTANT NINJA TURTLES
Film due for Christmas release of the radioactive terrapins.

TINTIN
Movie rights acquired by Spielberg's Amblin. No movement so far.

WOLVERINE
Biggest selling comic in US planned for movie conversion.

Continued from page 81

who will be the film's director.

"The story we'll be going for will be taken from the initial origins of the character. It'll be an adult, hard-edged action film — but with a degree of complexity. There's plenty in the character we can develop. The film will follow the growth of *Rogue Trooper*'s personality as a victim of genetic engineering, struggling to survive — and succeeding — in a violent and totally hostile world."

Unlike *The Punisher, Rogue Trooper* will have a degree of humour, he promises. It should be into production this year, but it could be early 1991 before it appears over here. One thing is certain; it'll have stiff competition, as by then the wave of comic films will be at its crest.

"In comics the film industry has found a whole new source of story ideas. The comic films that succeed will be those based on strong characters. It's no good having clever visuals without a strong plot."

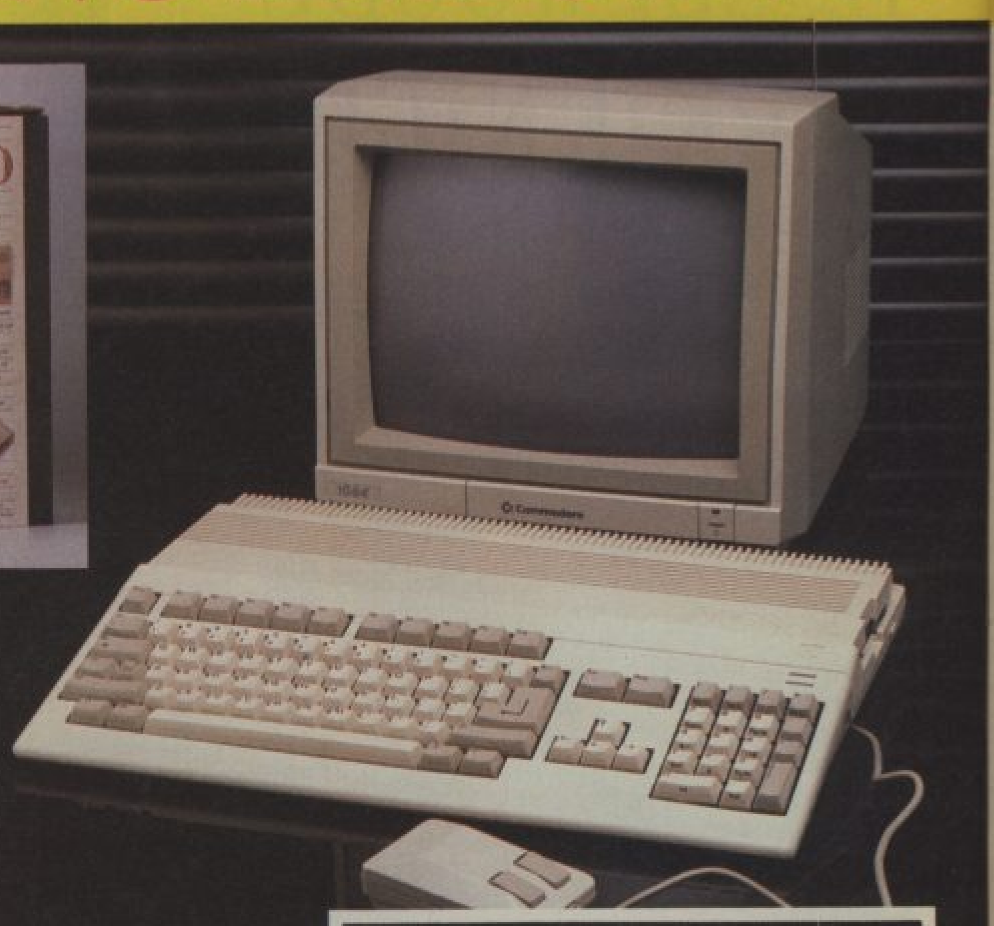
If ever a comic belonged to that category, it has to be *Watchmen,* a good contender for the best comic created this decade. Terry Gilliam of Monty Python and *Baron Munchausen, Brazil* and *Time Bandits* fame has been drafted in to direct, which suggests both serious money and serious effects. Sam Hamm, the co-writer of *Munchausen,* will be scripting. The ending has already been changed and the cast cut down to the essentials of Rorschach, Nite Owl, Dr Manhattan, Silk Spectre and The Comedian, with a brief appearance from Captain Metropolis.

Of all the comic films, *Watchmen* is the most complex and will be the most difficult to do properly. We'll have to wait until Christmas next year to see if they've managed it. Alan Moore is now the hottest property in the film world and even *V For Vendetta* is scheduled to be converted. How about giving him a few million quid and letting him loose with a camera?

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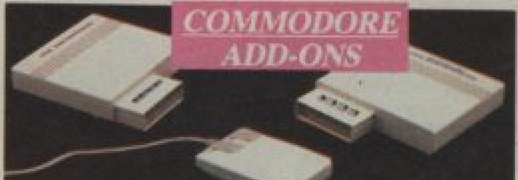
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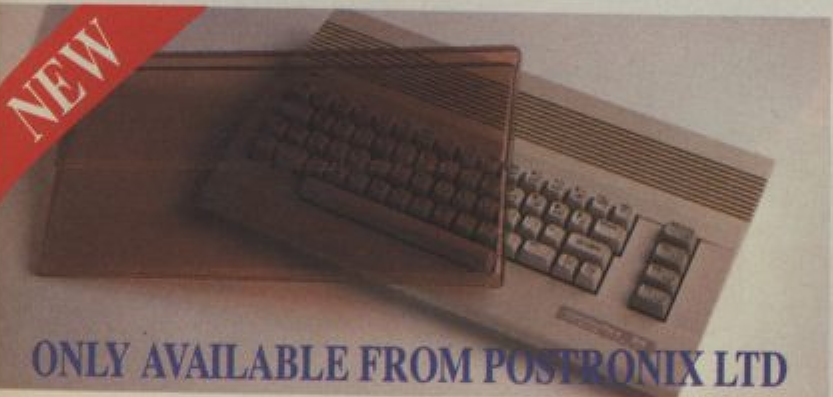
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CU

JUKEBOX JURY

There was a time when the jukebox was more than a faceless box in the pub with a smoked glass window and the latest Whitney Houston CD playing. Jukeboxes brought music to the bars, pubs and diners of the world and they looked like electronic cathedrals. Originals like the Wurlitzer are collectors' items and they fetch thousands. Next month CU begs some small change and gets nostalgic.





REVIEWS

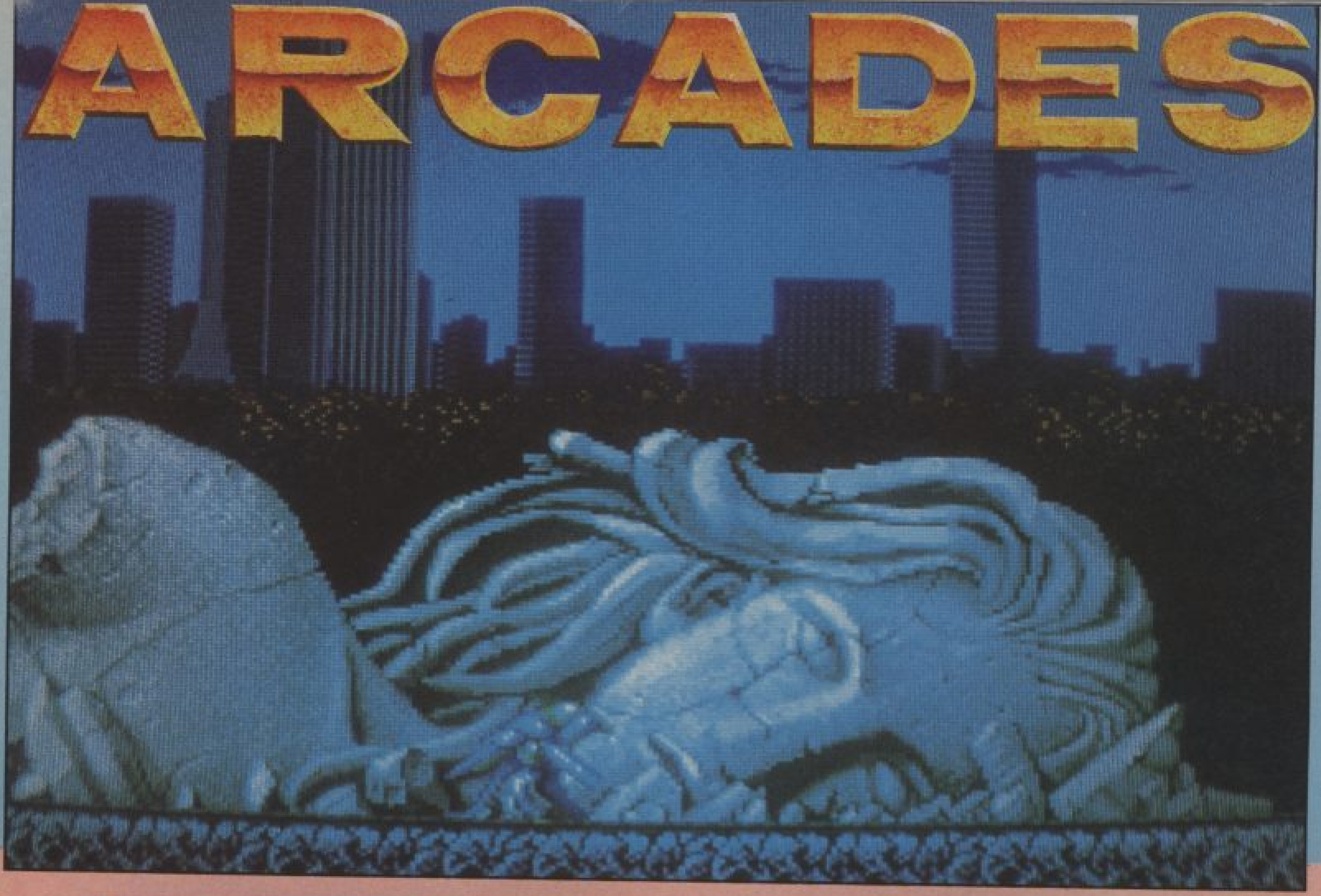
Well maybe. We promised you *Barbarian II* and *Robocop* last month, but they're not ready (despite the latter having been reviewed in a lesser rag) yet. We'll stick our necks out and say we'll have them for you in time for the August issue. Along with *Citadel*, Martin Walker's long awaited follow-up to *Hunter's Moon*, *Licence To Kill*, *Beast*, *Hawkeye* and *Astaroth*.

WHAT ELSE THEN?

If that wasn't enough there'll be ten pages of hints and tips, plus a review of the A-Max Emulator which transforms your Amiga into an Apple Mac.

On sale July 26th

NEXT MONTH





One of the winged hordes.



Armless enough. (See above).

Ssssnake!

DATA EAST ACT-FANCER 3 x 10p

You wot? I hear you cry. *Act-Fancer*? Yup, well that's what it says here anyhow. No, I don't have any idea where Data East got the name for this peculiar product, but I suppose it must mean something to somebody somewhere.

Anyhow, whatever its name, the game itself is a horizontally-scrolling shoot 'em up set in a detailed, undulating fantasy scape.

Nicely picked out in metallic graphics, you play a small, not-immediately-identifiable warrior. You've got a small gun, a small pair of wings and loads of really horrible-looking foes, ranging from hermit crabs and moths to spiders and bugs. All are large, well-drawn and similarly metallic.

Among the first batch of crab-like aliens that come scrabbling towards you are a couple who release a small blue globule when you blast them. These globules drift slowly offscreen — unless you can get your act together to jump up and catch them. If you do, you suddenly find your small tin-clad swelling and his firepower enhanced, rather like the process in *Altered Beast*. Grab a few of these globules and suddenly you'll find yourself able to bounce higher, fire harder and in more directions simultaneously, and generally be a more capable fighting machine. But beware: any contact with a foe or a missile will strip your powers down again (the second contact will result in a lost life).

You really want to hold on to your enhancements for the end of level duels. The first one pits you against a huge rock-like being which both spits shells and throws out the occasional ball and chain type weapon. When you eventually manage to get the better of him (and he spends most of his time in the air, you'll have to be an adept bouncer 'n' blast-er to achieve this) he crumbles down to an extremely angry looking eye which begins to dart about the screen and needs to be dissed very promptly. Not easy.

In fact, this is generally not a very easy shoot 'em up to get the hang of. The enemy move quickly and your controls, even when the enhancements have been acquired, are frustratingly awkward and ineffectual. You need to get airborne quite often and that's not easy.

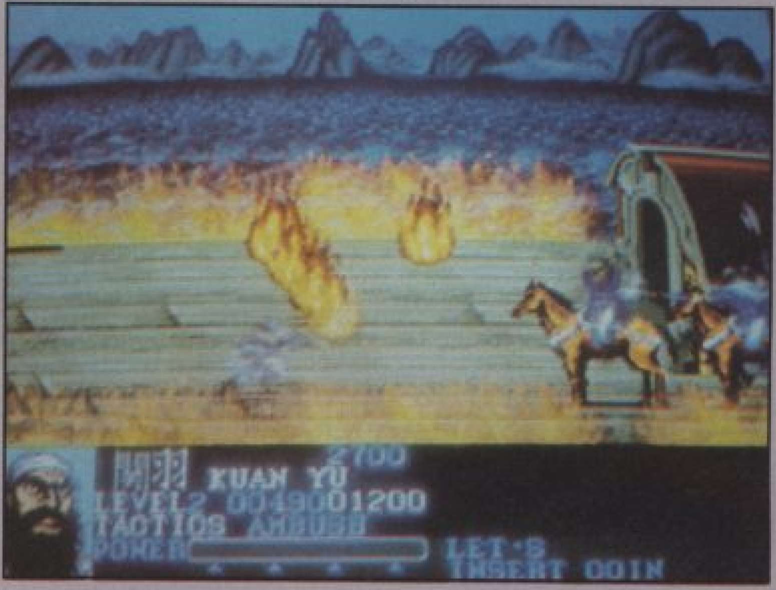
All of which is a pity: with the graphics and basic game concept, Data East have done very well. Unfortunately, the controls tend to make a potentially exciting game so difficult to play as to render it ultimately unattractive.

GRAPHICS:	71%
SOUND:	62%
TOUGHNESS:	90%
ENDURANCE:	40%
CONVERTABILITY:	60%
OVERALL:	56%

Capcom



Gung ho epic.



Scorched earth tactics.

DYNASTY WARS

A quick glance at the screenshots will be enough to calm the fears of concerned readers that this isn't a tack attack in the form of the US soap. Blake Carrington and Krystle digitised for your on-screen enjoyment? Yeeuurghh!!

Dynasty Wars is in fact another top quality release from the Capcom stable, this time based around the Japanese proclivity for Chinese warlord cartoons and feudal dynasties.

You can choose from among four warriors before you set off in pursuit of all manner of evil oriental barons, faceless yellow hordes and victory. Naturally the four characters you can choose from have varying abilities, though when you read about some of them it's difficult to know how they can possibly be of any benefit. Kuan Yu, the boorish monster, looks like he keeps couple of pickled babies in his lunch box. But we're told he is extremely well mannered and soft-spoken. No doubt he spends his spare time flower arranging too — except when he's cutting off heads and castrating hapless infantrymen.

With battle commenced you'll find yourself (and possible a mate — it's a two player game) cantering across the screen through the mediaeval landscape of China. As you ride along you'll spy in the distance the Great Wall, huge woods, and mountain fortresses. There's no time for a Trailfinder holiday because your path is rapidly blocked by masses of foot soldiers, cavalrymen and bombadiers who shell you from ballisters.

Despite having a pretty tasty blade at your disposal you'll need to resort to extra weaponry in order to survive. These take different forms as you progress through the game and are fairly innovative in their employment. For example at one point hitting the button causes another man to rush on with a quick speech bubble shout of 'I'll save you' before throwing bombs everywhere. On another occasion a handy group or archers appear to loose a volley of arrows into the enemy ranks.

Whilst *Dynasty Wars* doesn't exactly break new ground in arcade gaming, it is very polished and enjoyable indeed. The graphics, particularly the backgrounds (watch out for the warring armies causing a dust storm), are attractive and atmospheric, though the sound is patchy, with a rather poor, fuzzy sound to represent the horses.

Following on from *Strider* this is another impressive release from Capcom and word has it there's already a sequel on the way. With *Operation Wolf* clones like the very average (and ignored in these pages) *Mechanized Attack* coining it in London's arcades this kind of thing is a welcome relief.

ADES

SOUND:	67%
GRAPHICS:	81%
PLAYABILITY:	79%
CONVERTABILITY:	76%
OVERALL:	80%

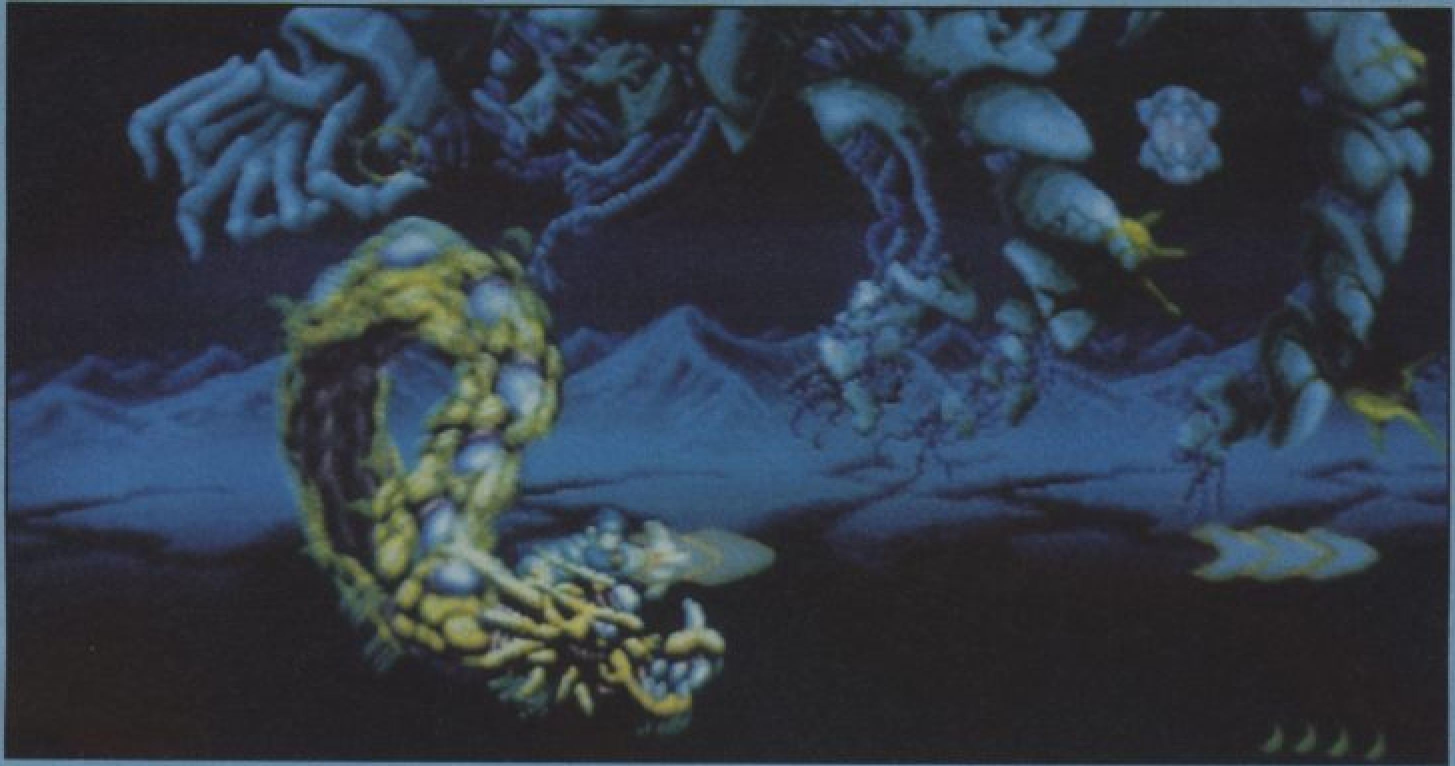


Tackle evil hordes.


Apocalyptic horsemen.



Pick up your trusty axe and go.



Hardly original, but impressive nonetheless.

DRAGON BREED

Irem

Since *R-Type* was released in the summer of '87, Irem has limited itself to half a dozen releases — a handful of beat 'em ups (*Vigilante, Ninja Spirit*) and the odd vertical scroller (*Mr Heli, Image Fight*).

The memory of *R-Type* looms large as one of the greatest shoot 'em ups of all time, and, mindful of this it seems, Irem tread carefully in their games design. At first glance *Dragon Breed* couldn't look further away from the futuristic shoot 'em up, despite scrolling from left to right. There are no ships to pilot, and no module to attatch, instead you control a loin clothed warrior who rides a fearsome looking dragon for kicks.

None of this bears any resemblance to *R-Type* at all until you examine some of the elements. The dragon for example is indestructible and can be used to block the shots of the nasties that fly around the screen. By changing the shape of its body his tail can be used to shield the barbarian. By nudging the nasties with it he can also destroy them.

The warrior can also descend from the beast in the way the capsule could be detached. The dragon can also spit fireballs which have varying degrees of penetration depending on how long you hold the fire button down for. Sound familiar?

Thats not to say that *Dragon Breed* is a clone. It's not, there are plenty of ideas and differences here. There's also a good degree of playability as well as you twist and wrap the dragon in various shapes to deflect the flak.

Power up and weapons, naturally, are littered around the screens, and they can be obtained by destroying batches of nasties and running into the spheres left behind. They're indispensable too, because this game is pretty tough.

Whilst there's nothing novel about the graphics, they're impressive, with some imaginitive nasties (which defy description) and some neat effects. As you gain extra weapons the dragon changes colour and begins to spit flame. Sound however is moderate — nothing stunning here.

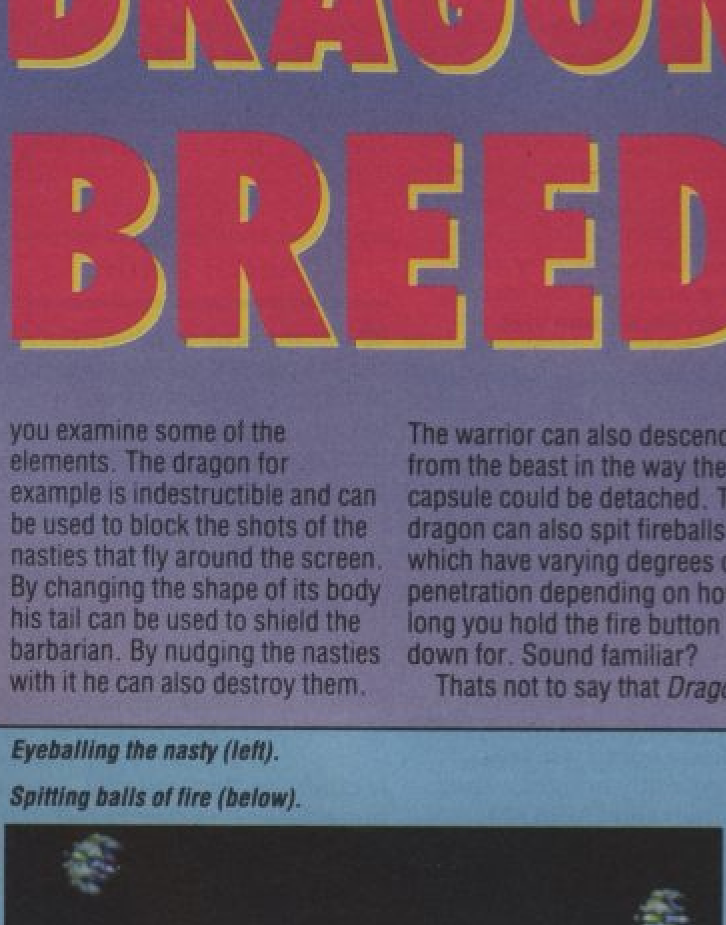
Dragon Breed may take its inspiration from *R-Type* but it won't achieve the kind of longevity that game has. It's good but how do you cap *R-Type*? *R-Type II* anyone?

Mike Pattenden



Eyeballing the nasty (left).

Spitting balls of fire (below).



SOUND:	73%
GRAPHICS:	84%
PLAYABILITY:	80%
CONVERTABILITY:	84%
OVERALL:	80%

Thanks to Electrocoin for the use of their arcade.

Tommy's TIPS

Password

I have written a program on my 64 and I would like to be able to load the program and run it, but not list it. I would then like to be able to put a password in and then be able to list it again. Can you help?
D Walters,
Rotherham.

There are a number of ways to stop the LIST command working, but they all suffer from the problem that if you load the program directly into the machine then there is nothing to stop someone listing it. What you need is a program that loads the main program. Then, you can disable the LIST command in the loader program so that by the time the main program is loaded (and auto-running) the command has already been disabled.

The command to disable the LIST command and also the RUN/STOP + RESTORE sequence, is POKE 808,234. If you then have a sequence in your program which scans the keyboard periodically then you can check the input string against your password and only re-enable the LIST function (POKE 808,237) if it is correct.

Scanners

At school I use an Apple Macintosh, and in order to get a picture from a magazine (for example) onto the screen/computer, there is a facility known as the 'Thunder Scanner'. This fits into the printer and you can feed the picture into it and it reads it and puts it onto the screen (but only in black and white). I was wondering if there is a facility like the Thunder Scanner for the Amiga 500. I know about Digi-View, but it is a lot more expensive (including the camera etc.).

I own a Star LC-10 colour printer.
Simon Knight
Toot Bardon
Oxon.

There is no direct equivalent to the Thunder Scanner for the Amiga, but there are instead a number of hand-held scanners. These are still quite expensive, the cheapest being the Geniscaw GS4000 available from Datel Electronics at £190.00. You can't do a full A4 page scan using this device, at least not without a lot of juggling of images, but for a single column of news-print or a photograph, it is very good. Having scanned the image, you can then amend it, colour it, or do whatever you like, using a program such as DPaint or Photon Paint etc. It is certainly a useful gadget if you want to do your own DTP since the sort of sizes of image you will be using are ideal for a hand-held scanner.

Manual control

Please could you help. I have recently bought a shop demonstration MPS 801 printer which is in perfect condition. However, the shop could not provide the operator's manual with the unit. I have tried various Commodore outlets for the manual but with no success and have even gone to the extent of applying to Commodore's main distributors whose response was 'tough'.

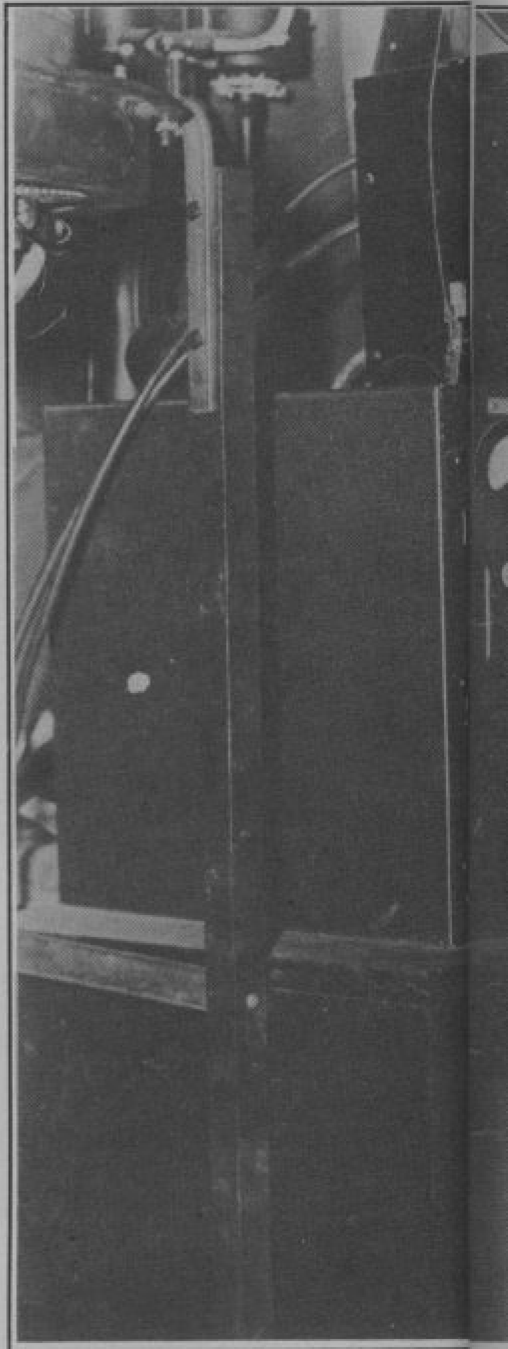
You are my last resort so please, please could you help, as I'm sure that this machine cannot be used to its full potential without the assistance of the user's manual?
W. Turner
Caister
Norfolk.

Items like spare manuals etc can be obtained from Commodore's spares supplier, HRS Electronics, on 021 789 7575. A manual for the MPS 801 costs £8.27 plus postage. If they won't supply you direct then ask your nearest CBM dealer; they should be able to obtain it for you, although you may have to pay a small handling charge.

Aerial battle

I own a C64 and have done for 1½ years now. All was fine until the TV I was using became fuzzy and rolled. I then used a different TV; there was the same problem. I also own an MSX and there is no problem. I think the problem is the C64's aerial. Is there any way I can cheaply solve the problem without spending £20+ on repairs?
Gareth Davies,
Wrexham.

It could be that your TV modulator has developed a fault. The modulator is sited at the rear of the machine on the main PCB. If you remove the case you will see it quite clearly as a large metal box with some screw adjusters through holes in the top. These adjusters enable you to tune both the picture quality and sound. However, since the adjustment MUST ***be made with a non-metallic screwdriver and with the power switched on I do not recommend you trying this yourself unless you really do know what you are doing! It is much safer taking it to a qualified engineer or repair company, since if the modulator needs replacing this can be a fiddly job without the right tools.***



Tommy's moll tunes in to Crime Watch UK. W... ou

Question Time

I have one or two questions for which I have as yet failed to get satisfactory answers from my local computer stores:

1. Can an A500 be connected to and used with a 1541 disk drive?

2. Can it be connected to and used with a 1525 printer?

3. Is there a cheaper way



K. Watch out T, they're after you!

other than to buy a 'side car' add on to allow me to read/write ms-dos, files. Though not necessarily run a ms-dos program?

4. Can you recommend a good business package, i.e. database, word processor and mail merge and accounts for around £100-£150?

5. I wish to transfer some of my C64 files to the Amiga 3½in disk. Is there a program that will handle this as well as some commercial adventure games.

6. I know there is a program for the Amiga to emulate the C64. Is it 100% compatible and how does it access the disk drive and cassette?

M. A. Hatheway
Christchurch
Dorset.

The A500 can be connected to and used with the 1541 disk drive and the 1525 printer by means of a program and cable called* Access-64. *It costs £59.95 and is available from most Commodore dealers. The 'side-car' is purely for the A1000 and does not work with the A500. However, there is a way; by connecting a 40/80 track switchable 5¼in disk drive as the second drive and using an IBM-emulation program called* The Tranformer *which allows limited (and slow) running of* some *IBM programs. Costs are around £90 for the drive and £40 for the software.

There is also a copier (Project D) which allows the copying of a variety of disk formats onto Amiga format disks, including MS-DOS format disks. With regard to a business program, as far as I know the only program that combines all these functions is* The Works *by Micro Systems costing up to £149.95 or try the following combination of software:* Visawrite Desktop, Superbase Personal *and* SuperPlan *although this will come to about £200. Finally,* Access 64 *will allow you to transfer files from a 1541 to the 3½in disk if you wish. The* 64 Emulator *is not 100% compatible but will run most programs.

Kickstart

● I saw an advert for the Amiga which said Kickstart 1.3 was built in. Can you please tell me what the difference is between Kickstart 1.2 and 1.3? And can you tell me where I can get Kickstart 1.3 and how much it costs?

Can you tell me if I can put a password on the Workbench by using the Amiga Dos' version of the Input Command?

Chris Cooper
Woolstanton
Staffs.

If you already have an Amiga A500 then upgrading to Kickstart 1.3 is not quite as simple as it seems because the Kickstart is on a ROM. What the advert meant was that they are supplying A500s with the new ROM fitted.

There is an upgrade kit for Workbench 1.3 plus some utilities, but this is in extremely short supply just now. As far as I know CLUB 68000 Ltd are the only company to offer a 1.3 ROM upgrade for the A500 (costing £69.95), although users of the A1000 will get the upgrade disk for Kickstart 1.3, as well as Workbench, with the "Enhancement Pack" as it's now called. The pack costs £19 approx and there is a significant increase in the speed of the disk access, extra DOS commands, better printer drivers and the whole system appears to become more efficient. As for adding something to the startup sequence, all you have to do is write a small password checking program and then put the run command into the startup seq file. This will only give marginal protection for that disk alone don't forget, since anyone can bypass it by booting from a different disk.

tommy's TIPS

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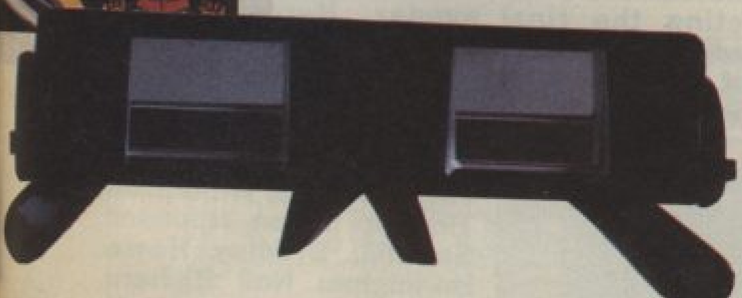
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CAN YOU HANDLE IT a video Walkman from electronic giants Sony means you'll never have an excuse for not catching up on Brookside. An LCD screen, 8mm tape, rechargable batteries and a recording facility make its £800 look reasonable. Hang on though, the price'll come down. . . .



FAB Gerry Anderson memorabilia for fans of the supermarioneer's series. There's a mass of merchandise including books, fanzines, stickers and these sew-on patches. Available downstairs at Forbidden Planet, 71 New Oxford St, London W1A and through Engale Marketing, Blackpool, Lancs.

SQUARE EYES Why spill your TV dinner in your lap when you can stay tuned to the box and eat at the same time with these TV glasses. Available from F.FWD, 14A Newburgh St, London W1 and branches price £36.95. Mail order service too.





A1 Not the size of this latest comic anthology, but the quality. Nineteen strips from 26 comic creators including Alan Moore, Dave Gibbons, Neil Gaiman and Dave McKean, Milligan and McCarthy and Glen Fabry. Available from Forbidden Planet (address above) and all good comic shops.



CELL OUT A watch that brings new meaning to the phrase liquid crystal display. Recharge its batteries with tap water! Available from F.FWD (address as above).

CU COMPO RESULTS

CASIO HORN COMPO

"CU gives you the horn," so we said, and it certainly prompted a flurry of replies. We are, in fact, giving someone a Casio Digital saxaphone, and he is Kevin Alexander from Swansea, who correctly identified Charlie Parker as "Bird" and Courtney Pine as being a famous British saxophonist who plays with the Jazz Warriors. Blow a cool toon, Kevin.

MARS COP COMPO

A tough one this: What is the colour of Mars' sky? The ten who get a Mars Cop poster and a Uzi water pistol are: Frank Westerhof, Holland; Daniel Bletchley, Milton Keynes; Tony James, Nailsworth; Ming Tang Evans, London; Gareth Bissicks, Bristol; John Byrne, Co. Cork; Neil Hewitt, Bristol, J. West, London; William King, Glasgow; John Redman, Worle.

FORGOTTEN WORLDS COMPO

The fabulous offer of a Forgotten Worlds coin-op got you rushing to you pens. First out of the bag with the correct answers was S.M. Moon from Cheshire, who wins the big prize. The runners up will each receive a copy of the game, and these are: Fiona McNaney, Co. Tyrone; Mathew Corman, Selsey; Alistair Martin, Leicester; John Timar, Watford; E. Godley, Leicester; Bryn Pearson, Tipton; J Nolan, Didsbury; Chris Howson, Rochdale; S. K. Shorthouse, Leicester; Craig Sanders, Salcombe; Rita Guiness, Newcastle-Under-Lyme; Andrew Robert Rowe, Thetford; Graham Brennan, Windlesham; Gareth Davies, Wrexham; J. Langton, Cheshire; Jeremy Drayton, Cookham; Iain Martin, Evington; B. P. Wheeler, Alton; Richard Leadbetter, Witham; Mattias Lofgren, Sweden.

CUP FINAL COMPO

Adrian Hodgkinson, 17, from Harrogate accompanied Audiogenic's Beverly Gardner and two winners from sister mags, C&VG and Sinclair User in this year's FA Cup Final. A grand old time was had by all, and after the match an Amiga was given to the person who came closest to predicting the final score. Sadly this wasn't Adrian, but never mind, he already has one.



ARNIE COMPO

Everyone's favourite muscleman inspired a huge postbag for this competition which offered ten readers the chance to win a T-shirt, Running Man video and game, and best of all some yummy popcorn. That was the incentive that had you all writing in wasn't it? Come on down:

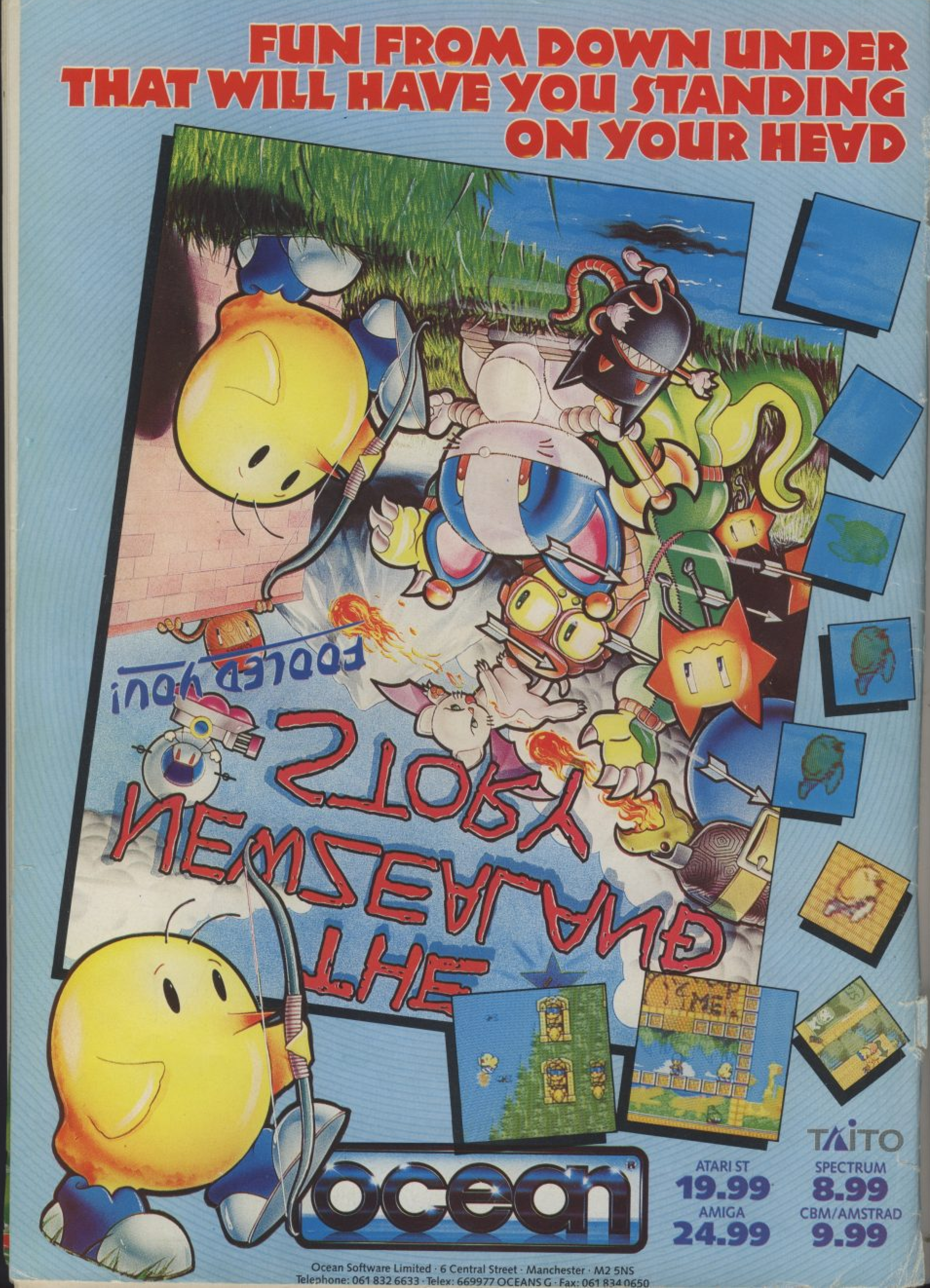
Michael Jones, Quinton, Birmingham; Anil Joshi Victoria Park, Manchester; Billy Fisher, Stockton-on-Tees; Michael Irvine, Ellon, Scotland; M. V. Berrell, Stockport, Cheshire; Chris Cooper, Woolstanton, Staffs; Philip Bennett, Woodselton, W. Mids; Michael Davies, Birmingham; Michale Benmore, Lynsford, Kent; Emil Mazur, Heaton Chapel, Cheshire.

The answer, which no-one gave incorrectly, was *Parker*.

VINDICATORS COMPO

The very wonderful PC-V2 portable cassette, radio and CD player will be on its way to Steve Williams from Cannock. The runners up will each receive a copy of *Vindicators*: Joe Moon, Okehampton; Julian Smith, Sheffield; Cpl S. Turner, Berlin; Paul Betharrell, Milton Keynes; Chris Fernandez, Harrogate; Jan Angell, Petersfield; J. P. Neale, Cheam Sutton; Simon Vernon, Staffordshire; Seamus Slater, Shoebury; J. Temple, Colchester; Jennie Whitehead, Tinsley; Simon Hounsell, Southill; Bradley Howe, Harlington; Neil Richardson, Nottingham; B. Wheeler, Hampshire; Philip Baxter, Newscastle upon Tyne; John King, Broadstairs; Ralph Dorrnan, Co. Fermanagh; R. Bowen, Kimberley; Satinder Jhaj, Quinton, Birmingham; R. J. Pidgeon, Brandon.





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